

# Castlevania

## Order of Ecclesia



COVERS NINTENDO DS™

BASED ON A GAME  
RATED BY THE  
**ESRB**



Written by Adam Deats



# Castlevania

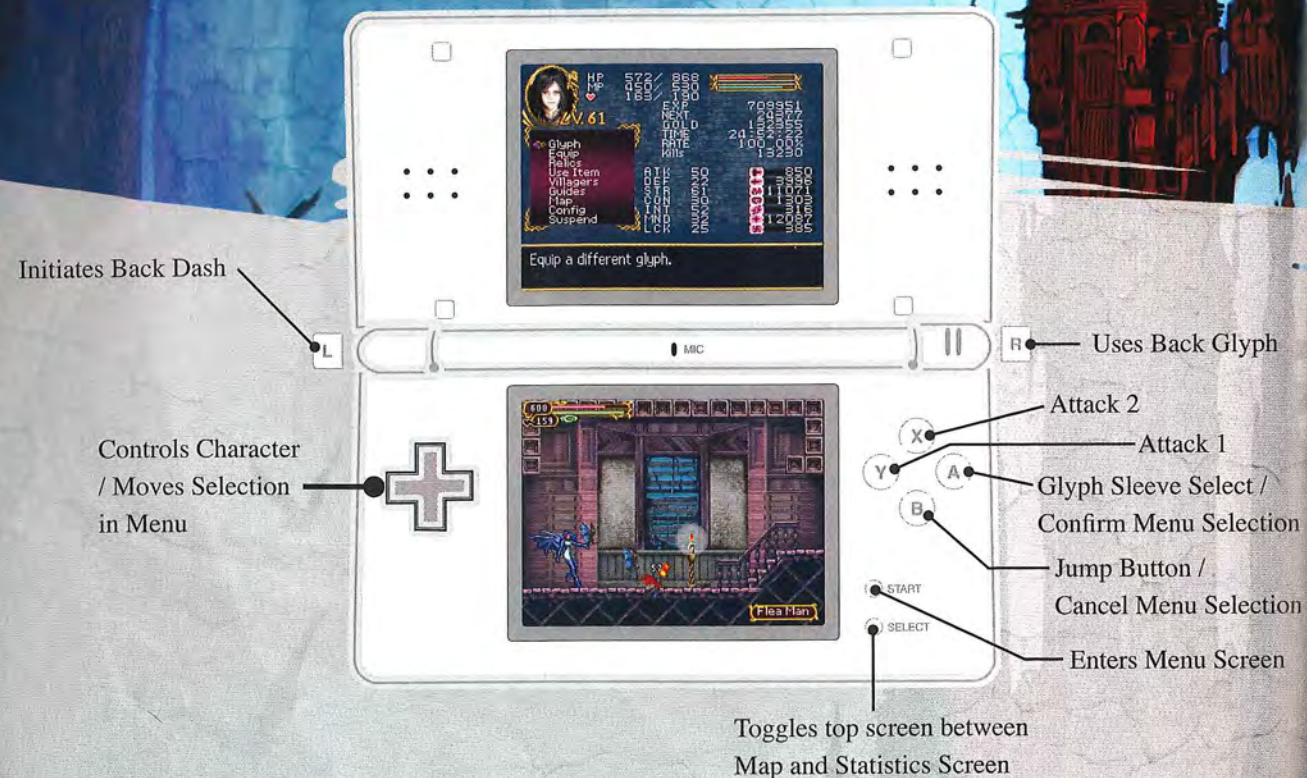
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# Combat Training



## The Rules of Engagement

*Castlevania: Order of Ecclesia* is an action-adventure game with a deep focus on combat and exploration. The general game flow consists of traversing through monster-infested areas, defeating an area boss, and finding items that enable you to proceed to a new zones. Experience points (EXP) are obtained from battles won, and new equipment is procured from item boxes hidden in every dungeon. The ultimate goal is to defeat the game's final adversary.

Whether you can make it that far depends solely on your ability to survive. The top left corner of the screen contains two colored bars sitting next to numbers. The red bar and the numbers to its left are your current Hit Point (HP) amount. This value goes down whenever an enemy damages you. If it reaches zero, the game is over. The green bar is your Magic Point (MP) rating, which drains as you perform attacks. Attacks cannot be initiated if this bar reaches zero. However, MP does regenerate over time. Last, but not least, the pulsating heart sitting comfortably next to a number value is your current heart capacity. The powerful Glyph Union attack requires a specific number of hearts to use. No Glyph Union spell costs less than five hearts.

Watching and managing these parameters is the first step to victory. The other steps are learned here, a training area designed to help you gain a strong understanding of Shanoa's abilities. We hope you'll find it useful for the battles to come.



## General Movement



The directional pad controls Shanoa's general movements: press  $\leftarrow$  to go left or  $\rightarrow$  to go right. Inputting  $\downarrow$  initiates a crouch, a useful maneuver for ducking under enemy headshots. Attacks can be performed during any of these actions.



## Striking



Basic strikes are performed with either the Y or X button, depending on which button a glyph is assigned to. The type of attack initiated depends on the glyph equipped in that hand. Both attack buttons, regardless of the glyphs equipped, can be strung together to perform combinations. This is done by continuously alternating between both attacks (X Y X...); the timing is based solely on the weapon being used. All glyphs, regardless of the type, use some amount of MP. If your MP gauge is empty, wait for it to recover before initiating another attack.



## Jump

Pressing the B button performs a jump with Shanoa. The longer the button is pressed, the higher the jump. Hold  $\leftarrow$  or  $\rightarrow$  before pressing B to jump in the corresponding direction. You'll find jumping useful for avoiding enemy attacks and reaching high places.



### Lizard's Tail

Press  $\downarrow$  + B to perform a sneaky slide kick. Use it to slither through tiny gaps that lead to new areas.

### Double Jump

The Ordinary Rock relic (found in the Skeleton Cave) enables Shanoa to jump twice in succession; the initial jump, and then another time while she's in midair. In addition to this, performing a midair jump and then press  $\downarrow$  + B performs a diving kick.





# Back Dash



Pressing the **L** button initiates backwards evasive maneuver, a particularly useful ability for evading enemy attacks. Once performed, back dashes can shift directly into an attack or jump at any point during its recovery. In other words, you can press **L** to quickly dodge an assault, and then press **Y** during the back dash animation to cut directly into a counter attack. This is referred to as a "cancel" in some circles.



## Canceling Into a Back Dash



It is possible to "cancel" any glyph attack straight into a backwards dash. This is done by pressing the **L** button just as your attack hits an enemy. Use this technique to completely eliminate the recovery on one of your swings, a useful way of making an escape when you see an enemy attack coming your way.

## Glyphs

A glyph is a symbol imbued with magic. Glyphs absorbed by Shanoa can be used as attacks, statistic improving buffs, or as a means of improving her mobility. They fulfill every function needed at any given time. Found here is a rundown of basic glyph functions and how to go about obtaining them.

### HAND GLYPHS

These are glyphs that appear on Shanoa's hands. This glyph type is assigned to the **Y** and **X** buttons. Most hand glyphs are offense oriented and are Shanoa's main means of attack.



## BACK GLYPHS



A glyph that appears on Shanoa's back. This glyph type is assigned to the **R** button. They generally offer temporary statistic improvements or specialized mobility options.

## WHERE ARE GLYPHS FOUND?

Most glyphs are found within glowing white statues, which appear when the statue is destroyed with an attack. In some cases glyphs are found naturally in the wild, often affecting the surrounding area with whatever element it's associated with. Some enemies also drop glyphs. Whether the glyph fully forms or not is often decided by chance (and your Luck rating), though in some rare cases a glyph may have a 100% drop rate. Sometimes a glyph isn't dropped by an enemy, but instead only appears when they cast a spell. In these cases the glyph only reveals itself for a moment, so the absorption process must be started just before it disappears.

### Glyph



### Glyph Statue



## Glyph Drop Rate













All glyphs that drop off of defeated enemies have a base drop percentage. This percentage is affected by Shanoa's luck rating, which adds an additional 0.5% to the drop rate for every 1 point of Luck. So if the glyph's base drop rate is 5%, and Shanoa has 10 points of Luck, then the possibility of the glyph appearing bumps up to 10%. Knowing this, equipment that increases your Luck rating is highly useful for glyph hunting.

## ABSORBING GLYPHS

All glyphs must be absorbed before they can be used. They can only be absorbed when they are fully visible. Holding **UP** on the directional pad enters Shanoa's absorption stance, which slowly drags visible glyphs towards her. A glyph is permanently added to your inventory (along with 10 hearts for good measure) if it is completely absorbed into her body.



## GLYPH ATTRIBUTES

Each glyph is associated with a specific attribute: strike , slash , flame , ice , lightning , stone , curse , poison , darkness  or light . Defeating an enemy with a specific attribute raises its power, thus strengthening all glyphs associated with it. The amount of points you've obtained for one element can be viewed on Shanoa's status screen (on the bottom right corner of the screen).

In addition to this, many enemies have weaknesses and tolerances against specific attributes, affecting the damage dealt drastically. When the enemy is strong against a certain element, only 25% of the normal damage value is dealt. If they are weak against an attribute, then the enemy's defense rating is ignored and



an additional 1.5 times more damage is inflicted. It's this type of damage increase that makes it vital to target enemy weaknesses, especially in boss fights.

## Drops

Aside from defeating enemies, an alternate way of raising attribute points is through "Drops". White Drops, Black Drops, Red Drops, Blue Drops and Green Drops all raise the attribute of a specific element by 1000 points.

## GLYPH UNION ATTACK

At the cost of hearts, Shanoa has the ability to combine the strength of two glyphs into a single powerful attack. This is done by pressing **UP** + **Y** (or **X**). The type of Glyph Union performed is dictated by the two glyphs being used. Equipping glyphs that compliment each other creates an extra powerful Glyph Union, while void combinations produce a weaker default spell. Please refer to the chapter devoted to glyphs in this guide for more details on the Glyph Union attacks that are available.





## SHAPE SHIFTING GLYPHS

A handful of glyphs allow Shanoa to morph into and fight as an enemy. There are only three of these glyphs: the Arma Chiroptera, Arma Felix, and Arma Machina.

### Arma Chiroptera

This vicious succubus uses bats and violent kicks to attack. She can have up to five bats onscreen at a single time, which is useful for keeping enemies at a safe distance. Interestingly, her kick technique regenerates 1 HP of life when it hits. You'll find this glyph off of the Werebats in the Misty Forest Road.

Name	ATK	MP	Quantity	Start Up	Attribute
(Y) Attack	7	10	5	0	
(X) Attack	12	15	1	0	



### Arma Felix

Arguably the strongest of the shape shifting glyphs, this ability morphs Shanoa into a female cat. While in this form it is possible to communicate with any of the cats found in Wygol Village. She also has a very powerful (X) attack, which hits several times in succession very quickly. If that wasn't enough, she also befriends any other lady cats in the area, causing them to attack nearby enemies. Like the Arma Chiroptera's kick, this creature's (Y) attack regenerates 1 HP every time it hits. This glyph is found off of the Black Panthers in Dracula's Castle.



Name	ATK	MP	Quantity	Start Up	Attribute
(Y) Attack	20	12	1	8	
(X) Attack	12	10	1	8	

### Arma Machina

This glyph turns Shanoa into a female Automaton. She's completely invulnerable to physical attacks in this form, and also has the ability to break spike-laden traps that are normally deadly to her. Nearby enemy Automatons also become smitten with her, allowing you to safely pass them without harm. Unfortunately, Automatons have no actual attacks to speak of, making them useless in battle. This glyph is dropped off of AutomatonZX27 in Dracula's Castle.



## Glyph Familiars

A welcome addition to their various support functions, many back glyphs summon creatures. These units are called familiars, uncontrollable friends that fight at your side. Unique to this class of glyph, familiars have the ability to level up as they fight (up to a max level of 3), which either improves their damage output or increases the number of monsters summoned. EXP is gained whenever they hit an enemy, or whenever the originating glyph is absorbed by Shanoa. The following data gives the hard numbers for familiar building. It is recommended that you read it over before accepting the responsibility of a brand new pet.

## Familiar Data Notes

- All familiars have a max Level of 3. 32,767 EXP is needed to reach level 2, while 65,535 EXP must be obtained to reach level 3.
- Familiars gain 3 experience points when hitting an enemy. 2,000 experience points is awarded for absorbing the familiar's corresponding glyph. In other words, absorbing 16 glyphs earns a level up.
- Familiars do not have to be summoned for them to obtain experience from glyph absorption. There is, however, a special effect when they are summoned that shows that they have obtained EXP from it.

## The "Hands Off" Method of Building Familiar EXP

As you may remember from previous *Castlevania* games, Zombies tend continuously spawn regardless of how many you kill. However, there is a lazy method to build your familiar's level. Enter the Monastery and find a room with Zombies and a platform hovering above them. Leap up to the platform to keep Shanoa safe from enemy attack, then summon your familiar. If done correctly, your pet will continuously feed on the endless stream of Zombies without the need for additional commands. Plug your DS into a nearby outlet and leave your game on overnight, you will awake the next morning to find your familiar at Level 3. Keep in mind that this trick doesn't quite work with the Medusa or Polkir familiars, since neither of them is very good at tracking enemies.



## Fidelis Caries


ATK	Attribute	MP Cost	Glyph Location
2		80	Necromancer

Summons 1 to 3 Zombies (depending on its level) that slowly stumble towards nearby enemies. Their slow traveling speed and weak attack power makes them ineffective in most situations, but this is a fun tool to play with during the early stages of the game. You'll find the glyph holder, the Necromancer, in Ruvas Forest. The glyph appears as he starts to cast his summoning spell.






# Fidelis Alate

ATK	Attribute	MP Cost	Glyph Location
3		80	Winged Skeleton

Conjures up 1 to 3 flying skeletons that hover near Shanoa. Extremely aggressive familiars, Winged Skeletons tend to attack very quickly in rapid succession. They are also very mobile, requiring far less babysitting than the Fidelis Caries summon. The glyph drops off of the Winged Skeletons in Dracula's Castle (Final Approach segment).



# Fidelis Polkir

ATK	Attribute	MP Cost	Glyph Location
4		80	Polkir

Releases a Polkir that fires napalm-inducing rays towards grounded enemies. Though its firing speed is slow, the blast covers a lot of area, and carries the possibility of damaging multiple enemies at a time. Additionally, the Polkir's fire power can be improved by increasing Shanoa's fire attribute, a unique ability that doesn't carry over to other familiar types. Polkirs are found in Dracula's Castle, within the Underground Labyrinth section.



# Fidelis Noctua

ATK	Attribute	MP Cost	Glyph Location
3		80	Owl

The Fidelis Noctua glyph summons an Owl that swoops down on attacking monsters. Its overall attack speed and power is moderate, and is more or less a weaker version of the Fidelis Alate glyph. As an interesting aside, standing still with the Owl summoned causes him to perch on Shanoa's shoulder. The easiest place to hunt Owls is within Tristis Pass, near the west exit.




# Fidelis Medusa

ATK	Attribute	MP Cost	Glyph Location
1		80	Gorgon Head

At level 3, this glyph summons six gorgon heads that rotate around Shanoa in a defensive manner. Enemies weak to the stone attribute become encased in rock when hit, making it quite powerful against Lizardmen, Lady Cats, and a number of other strong enemies. However, their overall damage output is quite low. Gorgon Heads tend to float around with the Medusa Heads found in Dracula's Castle (the Mechanical Tower section).




# Fidelis Aranae

ATK	Attribute	MP Cost	Glyph Location
2		80	Skull Spider

The creepy spider familiar's walking speed increases dramatically with each level up. This, in combination with its poison attribute, makes it an interesting choice against weaker ground enemies. Unfortunately, very few enemies have a weakness to the poison element. You can find Skull Spiders in Tymeo Mountains and Kalidus Channel.



# Fidelis Mortus

ATK	Attribute	MP Cost	Glyph Location
5		80	Jiang Shi

An unusual glyph that summons Chinese ghosts, Fidelis Mortus is the final familiar obtained from Jiang Shi, a powerful monster found in the Large Cavern. The glyph appears when this monster uses his summoning ability, which is only performed after he has cast the electrical orb spell. Though the glyph comes from a boss sitting at the end of a difficult dungeon, like Necromancers, Jiang Shi will continue to cast the summoning spell as long as one of the blue orbs is on the screen. Draw the tracking orbs away from Jiang Shi with the Volaticus glyph, then swoop back to his location and absorb the glyph. Repeat this pattern until the amount of orbs he summons gets overwhelming, in which case you can equip the Melio Scutum shield to nullify the orbs.



# Leveling Up & Statistics

Shanoa gains experience points (EXP for short) whenever an enemy is destroyed. When a specific threshold of EXP is reached, Shanoa gains a "Level Up", which increases her overall statistics by a small amount. The statistics in question come in seven different flavors: attack (ATK), defense (DEF), strength (STR), constitution (CON), intelligence (INT), mind (MND), and luck (LCK). Every stat affects Shanoa's abilities in some way, making it important to closely watch their overall growth. The following table explains what each statistic does and the exact mathematics that determines how much of that stat is gained after each level up. Keep in mind that ATK and DEF are only affected by equipment and the STR and CON stats, so they do not have a growth calculation. Values that come from the bottom formulas should be rounded up.



Stat	Effect	Growth Calculation
ATK	Determines the damage dealt with physical attacks.	None
DEF	Determines the amount of damage taken when hit.	None
STR	Increases ATK +1 for every 2 points of STR available.	$5 + (0.7 \times \text{LEVEL})$
CON	Increases DEF +1 for every 2 points of CON available.	$4 + (0.5 \times \text{LEVEL})$
INT	Raises the attack power of elemental glyphs.	$5 + (0.6 \times \text{LEVEL})$
MND	Increases Shanoa's defense against magic.	$3 + (0.4 \times \text{LEVEL})$
LCK	Affects item, glyph, and treasure appearance rates.	$2 + (0.3 \times \text{LEVEL})$



# Negative Status Effects

Shanoa is susceptible to three major ailments outside of typical damage. These ailments produce a variety of harmful effects that are difficult to cope with during the early stages of the game. Below is a list of the three ailments and the way to cure them. You may want to pick up curative items at Jacob's shop before heading off to new areas. Take note that using Save Points removes all status effects.



Ailment	Effect	Cure
Poison	Reduces STR, INT and MND by 75%. Also periodically deals minor damage.	Anti-Venom, wears off over time
Curse	Rapidly drains MP gauge to zero.	Uncurse Potion, wears off over time
Stone	Encases Shanoa in stone. Still vulnerable to enemy attack while in this state.	Rapidly alternate between ← or → button presses to shake out of stone.

# Interacting With Your Environment

## SAVE POINT

This room allows you to save the current progress you have made on your game. In addition to this, Shanoa's HP, MP, and status is refilled and returned to normal. Save Points show up as red markers on your area map.



## WARP POINT

This area enables you to teleport to any other Warp Point found on the map that you are currently on. Warp Points show up as a blue marker on your map. It is important to find them as soon as possible when exploring a new area, which should enable you to get around easier when you have to do a little backtracking.



## TREASURE BOXES

Exploration comes fraught with many unexpected dangers, but the rewards for such ventures are quite high. These rewards are often held in treasure boxes of varying colors and types. Some boxes are guaranteed to hold rarities, while others have contents decided by fate. Read over the following box descriptions to gain an understanding of what they offer.

### Common Box

A brown box found in most areas. Its contents are randomly selected from one of four items. Has a 10% chance of appearing as a rare box. Additionally, this box type refills its contents whenever an area is re-entered.



### Rare Box

A green box that randomly contains one of four exceedingly rare items. Randomly takes the place of a common box 10% of the time. This percentage increases 0.1% for every 1 point of luck available. The **Treasure Hat** item increases the appearance rate of rare boxes by an additional 20%. However, the rare box appearance rate can never surpass 40%, regardless of the items you have equipped.



### Hidden Box

A blue box that's initially hidden from view. Only appears when Shanoa performs a crouch (press ↓) in specific areas. If you have trouble finding them, the rare **Dowsing Hat** sounds a tone whenever this box type is near.



## Red Box

The red boxes carry anything from equipment to HP Max Ups. Its contents are guaranteed to always be the same. These boxes do not reappear once the item has been taken.



## Relic Box

A golden box with relics inside. These are incredibly rare, given that there are only four relics to obtain.



## BREAKABLE OBJECTS

The candlesticks and torches strewn across dungeons can be broken with an attack. Breaking these items causes hearts to fall out if your heart capacity isn't full. When it is full, broken torches drop gold coins. The amount of gold dropped is random; 1, 10, 50, or 100 dollar coins can make an appearance. The broken props in question regenerate after you re-enter a room, making it possible to continuously obtain gold or hearts from a single candlestick. This is one of your biggest sources of money throughout the game, so don't pass up the chance to make a mess.



## BREAKABLE WALLS

A classic method of hiding items and rooms in *Castlevania* is to put them behind breakable walls. As the name implies, these walls can be shattered with an attack from your weapon. There are very few clues pointing to the location of these walls, though the map layout occasionally suggests them. The **Eye of Decay** is the only item that allows you to see where these walls are located, but it isn't necessary to get it. The area maps included in this guide show the location of every hidden room.



# Advanced Tactics and Strategies

One of the biggest draws of the *Castlevania* series is the vast amount of things there are to collect and do. Some of these challenges include 100% map coverage, obtaining every item and glyph, maxing out your gold, and reaching level 99 (or 255). Completing challenges like these has become a commonplace ritual for many *Castlevania* fans. *Castlevania: Order of Ecclesia* is no different from past games, even raising the bar a bit with the inclusion of attribute points and Hard Mode Level 255. This section is devoted to helping completion-obsessed gamers to achieve the greatest dream, the absolute maximization and attainment of every item, enemy, statistic, or map percentage in arms reach. The following strategies involve many items and abilities that can't be obtained until the later half of the game. Please refer to the Armory and Glyph sections of this guide for info on where some of these items are acquired.

## THE LIFE OF A PICKPOCKET: PREPARING FOR ITEM HUNTING

**Items Needed:** Ribbon, Robe Decollete, Thief Ring, Fortune Ring, Felicem Fio

Item collecting is a big part of the *Castlevania* series, whether it's for character growth or completion. One of the biggest tasks is obtaining items from adversaries, who usually have 1 or 2 items that they randomly drop after their defeat. The rate at which the item drops depends on several factors, but the two most important are the item's rarity level and the player's Luck rating. The item's rarity level is presented in-game as a star rating. This rating hides an invisible percentage that represents the item's base drop rate (these percentages are unveiled in the Bestiary section of this guide). An item's drop percentage is calculated by taking its base drop rate and adding 0.5% to it for every point of luck you have.



With that said, equip items that raise your Luck attribute to improve your chances of obtaining a dropped item. Items like the Ribbon, Robe Decollete, Thief Ring, and the Fortune Ring do just that. It's also worth using the Felicem Fio glyph in combination with these items, which temporarily raises your Luck attribute.



## A PIRATE'S LIFE: RARE TREASURE BOX HUNTING

**Items Needed: Treasure Hat, Thief Ring, Fortune Ring, Robe Decollete, Rapidus Fio**

With all of the random elements involved with item boxes, dropping anchor and digging up treasure has never been so difficult. Despite this, there are a few things you can do to make treasure box hunting easier.

Above all else, equip a strong set of items that enhance your chances of seeing a rare box. The Treasure Hat is the most important of these, which raises the base appearance chance of Rare Boxes by 20%. You may also want a Thief Ring, Fortune Ring, and possibly the Robe Decollete to raise your Luck rating as high as possible.

Since you're going to have to exit and re-enter areas many times to force a treasure box to repeatedly spawn, it's worth noting that most randomized boxes are located near the entrance of a dungeon. This simply means that you won't have to travel that far to get the treasure box, or very far out to exit the area. Using the speed-enhancing Rapidus Fio glyph, you can quickly dash your way to and from a treasure box's position.



With the Treasure Hat and Luck enhancing items on, the wait for a rare box shouldn't be long.

## THE ORDER'S "EXORCIZE" PROGRAM: RAPID EXPERIENCE BUILDING

**Items Needed: Hierophant Ring x 1~2**

Jiang Shi, a Chinese ghost haunting the bottom of the Large Cavern, is sealed into a temporary stasis whenever he's defeated. Destroying the yellow paper on his forehead releases him from this state and restarts the boss fight from scratch. This allows you to fight and defeat Jiang Shi as many times as you want. This is a useful trait since the EXP reward for his defeat is quite high. Equip the Hierophant Ring to further increase the EXP earned

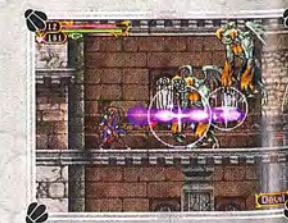


and defeat the creature repeatedly to rapidly earn EXP. If it's your second time playing through the game, equip two Hierophant Rings to improve the EXP bonus even further.

## TASTE THE RAINBOW: GAINING ATTRIBUTE POINTS

**Items Needed: Master Ring x 1**

There are a number of things you can do to speed up the attribute point building process. First off, you can build multiple attribute types at a time by equipping glyphs that use combinations of elements. For example, the Acerbatus glyph attacks with both the dark and lightning attributes, while the Nitesco glyph similarly uses the fire and light elements. This is much faster than building up each attribute individually. The second thing to do is to obtain the Master Ring, an item Nikolai gives you once every quest in Wygol has been completed. This item doubles the amount of attribute points obtained after a kill. Finally, good enemies to hunt for points include the Devil, Cave Troll, Lizardman Blade, and Jiang Shi. Jiang Shi offers the largest point reward out of the bunch, but can't be killed as quickly as the others.



## BASKING IN GHOULISH WEALTH: THE FAST WAY TO PROCURE GOLD

**Items Needed: Gold Ring x 2 (Rare Box in Kalidus Channel), Inire Pecunia (picked up in Tristis Pass)**

As mentioned, breakable objects randomly drop gold coins. When you first start the game, anything between 1G to 100G coins fall out of destroyed objects. The type of coin earned is random and the maximum amount they drop is capped at 100G (i.e. the coins that fall out will never be higher than 100G). The random element, along with the 100G restriction, prevents object breaking from being too profitable. However, there are a couple of ways to get around these problems.

The first is to equip the Inire Pecunia glyph. When activated, this skill removes the random element from the equation and always gives you the maximum amount of gold it is possible to earn. For example, with no other factors affecting the calculation, breaking an object with Inire Pecunia activated always gives you a 100G coin.

Your second action is to equip the Gold Ring, an accessory that raises the maximum amount of gold it is possible to earn. With one Gold Ring equipped, the



highest potential amount you can obtain increases to 500G. With two Gold Rings equipped, this amount skyrockets further to 1000G bags.

Combining both ideas together, equipping two Gold Rings along with Inire Pecunia guarantees that you always receive a 1000G bag from a broken object. This is a massive amount of money to get from a single piece of wrecked furniture. Knowing this, a profitable strategy is to find an area with a lot of breakable candlesticks and a nearby doorway. From there, simply break things, collect money, leave the room, then re-enter and repeat. You can equip the Winged Boots to improve your movement speed and accelerate this process.

## BECOMING A CHAMPION: EARNING BOSS MEDALS

**Items Needed: Death Ring x 1~2, Arma Custos**

As a means of testing your vampire hunting prowess, an invisible mini-game of sorts occurs during boss fights.

By defeating a boss without receiving any damage, you'll earn a "Medal" that appears in your item inventory. Medals have no beneficial effect, instead acting only as a symbol of your conquest. Even still, the hardest of hardcore gamers always love a challenge.

As you might expect, earning this honor is often exceedingly difficult, but there are a few measures you can take to make things easier. For starters, it's much easier to accomplish this goal during a New Game+ save file, since this allows you to use some of the powerful items you've collected against early bosses. This is not necessarily the case when tackling



Dracula, Eligor, or Death—in which case you should have access to the needed items by the time you reach them during your first time through. Second, equipment geared towards improving your

ATK or INT are the most useful to you because the faster you defeat the enemy—the less likely it is that you'll take a hit. If you are using physical attacks, equip the Barbarian Belt, Barbarian Shoes, and Royal Crown for a substantial ATK upgrade. If instead you are using a magic-based glyph, equip the Robe Decollete, Stephanie, and Magician Ring to improve your stats.

If you have it on you, you should always equip the **Death Ring**, which grants a massive stat boost at the cost of randomly facing instant death whenever you take a hit. Since you can't be hit to earn a medal anyway, the fear of instant death becomes meaningless. You can accept the incredible power-up while ignoring the risk.

Finally, the **Arma Custos** glyph grants an STR improvement based on how low your HP is. Since HP isn't a necessary commodity anymore, use one of Dracula's HP draining glyphs (like **Dominus Anger**) to lower your HP as low as possible before the battle. You can then enter the boss fight and activate Arma Custos for a giant attack improvement. Combine this with the Death Ring for an even greater damage increase. Unfortunately, the Arma Custos glyph isn't available until the very end of the game, so you'll only be able to use this trick against Death and Dracula.



# Wygol Village

## Introduction

The sleepy village of Wygol is initially almost empty, save for its founder Nikolai. As the game progresses, new villagers are rescued, slowly populating the town with its awkward inhabitants. Rescued citizens offer many services ranging from medicine creation to shop management. However, these services come at a price. Special tasks must be completed for each of the townsfolk to obtain new wares. This, in combination with Wygol's Save Point and heart regenerator, make it the perfect hub for restoration and preparation. When you have completed an area, stop by Wygol to save your game, buy items, restore your hearts, and to pick up new quests before marching into the next zone.

This section covers every aspect of Wygol Village, including quests and info about the people demanding such tasks. Refer to this section whenever clarity is needed on problems relating to the town.



## Always Something New in Wygol



There are three chests carrying items when you initially enter Wygol Village. These chests often hold a different set of items whenever you have defeated a new boss (25% of the time). Come back to them and examine their contents as often as possible to restock on Milk, Coffee, or Meat.



## THE CAT WHISPERER

Wygol's villagers aren't the only ones who need help. A group of stray cats have gotten themselves into trouble. A job once meant for veterinarians and fireman, it is now your duty to venture into the depths of precarious dungeons to find these felines a home. Successfully catching one makes it a new member of Wygol Village. Though normally it's impossible to communicate with them, morphing into a cat via the Arma Felix glyph (obtained from the Black Panther enemy) allows you to speak with the cats in the village. They often offer hints to the placement of hidden items.



### Cat Locations

Cat Name	Location
Tofu	Monastery
SoyBeanFlour	Minera Prison Island
Ink	Mystery Manor
Tom	Tristis Pass

## Villagers & Quests

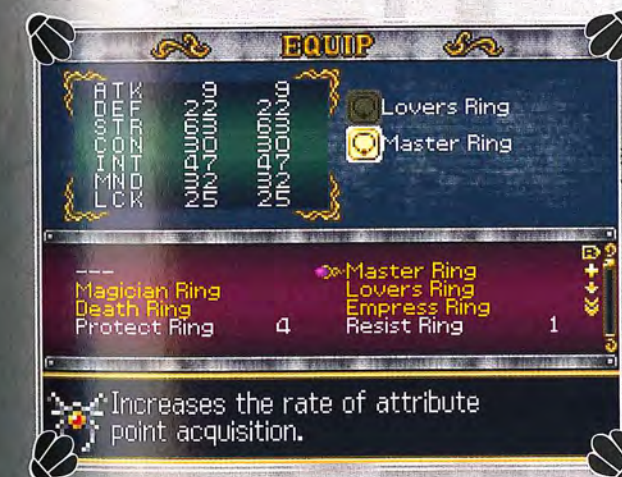
### Nikolai

Age: 70 Location: Wygol Village

As the founder of Wygol Village, the compassionate priest Nikolai cares for nothing more than the safe return its members. Offering little but worry and the occasional prayer, the only quest involving Nikolai is hidden from sight...

### SETTING NIKOLAI'S WORRIES TO REST

When all of Wygol's quests have been completed, speak to Nikolai. He'll give you the Master Ring, a powerful item that drastically increases the rate at which attribute points are gained.



### Jacob

Age: 48 Location: Kalidus Channel

The peddler Jacob is hardly affected by his kidnapping. His heart and soul are focused entirely on running the town shop.

### SHOP INFORMATION

Jacob adds new items to his shop when two conditions are met: the completion of certain quests and the defeat of either the Maneater or Goliath bosses. The exact items that are added to the shop are:

**After Maneater Battle:**

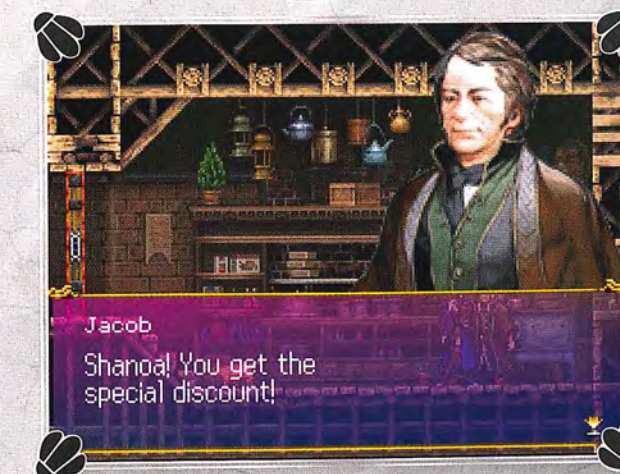
Combo Boots, Baggy Boots, Battle Boots.

**After Goliath battle:**

Crochet, Ghillie Boots, Cavalier Boots.

### VIP CARD

Spend 100,000 Gold in Jacob's shop to earn the VIP Card, which lowers the price of store items by 20%. Jacob loves a big spender!





# Abram

Age: 26 Location: Minera Prison Island

The awkward Abram knows little about tact, instead he focuses most of his mental energy on the creation of medicine. Saving the former thief results in Shanoa being the target of indirect insults, though this is a worthy price to pay for his skills in medicine making.

## QUEST 1: RUNNING OUT OF SAGE

Obtain Sage on top of a ledge within the Misty Forest Road. Give it to Abram to add Potions and Tonics to Jacob's shop.

### Reward:

Adds Potion and Tonic to shop.



## QUEST 2: MEDICINAL INGREDIENTS NEEDED

Give Abram Chamomile and Rue. Chamomile is found in Kalidus Channel. You'll spot Rue in the common boxes in the Tymeo Mountains.

### Reward:

Adds Anti-Venom and Uncurse Potion to shop.



## QUEST 3: MANDRAKE IS THE BEST MEDICINE

Obtain Sage and Mandrake Root and give it to Abram. Sage is a common item found in the Misty Forest Road, while the Mandrake Root is a rare item dropped off of defeated Mandragoras (found in Argila Swamp).

### Reward:

High Potion and High Tonic become available in shop.



## QUEST 4: UNUSUAL MEDICINE COMPONENTS

Sage and Merman Meat are needed for another of Abram's concoctions. You'll find Sage in the Skeleton Cave, while Merman Meat is dropped off of defeated Lorelei, a creature found in Somnus Reef. It's extremely rare, so find a place where they spawn frequently. There is a small room in the southwest corner of the dungeon that's inhabited by a single Lorelei (room #16). Kill the beast, then exit and reenter the room to have her respawn. Repeatedly perform this trick until the item drops.

### Reward:

Super Potion becomes available in shop.



# Laura

Age: 24 Location: Tymeo Mountains

The alluring Laura places her faith in cards of the tarot, a personal belief system that guides her toward love and the creation of fine jewelry. Completion of her quests adds useful accessories to Jacob's shop, a once rare commodity until she arrives.

## QUEST 1: A LUCKY STONE

Give Laura a Lapis Lazuli, an item found in rare treasure boxes within the Monastery and Kalidus Channel.

### Reward:

Adds Lucky Clover to shop.



## QUEST 2: A PLEASANT ACCESSORY



Bring Laura one of each: a Ruby, Sapphire, and Emerald. You'll find the Ruby in a hidden wall in Tymeo Mountains, and the Sapphire and Emerald in Kalidus Channel.

### Reward:

Ruby Ring, Ruby Pin, Sapphire Ring, Sapphire Pin, Emerald Ring, and Emerald Pin appear in shop.

## QUEST 3: A HEARTWARMING ACCESSORY

Obtain a Diamond and Onyx for Laura. Both are found in Tristis Pass, the Onyx within a hidden wall, and the Diamond in a rare treasure box.

### Reward:

Adds Onyx Ring, Onyx Pin, Diamond Ring, and Diamond Pin to shop.

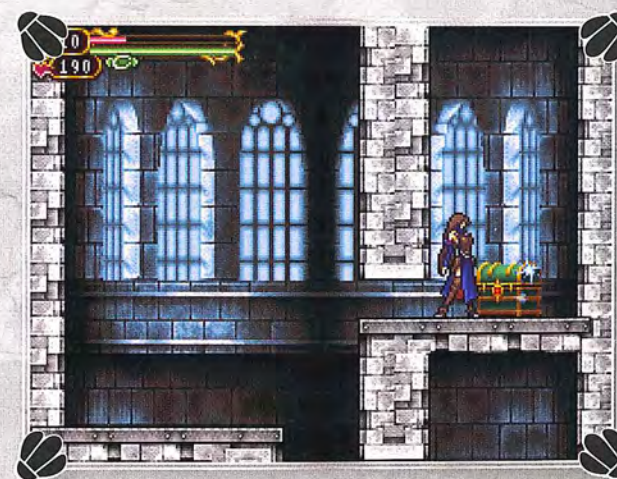


## QUEST 4: THE JOB OF A LIFETIME

Laura needs the Alexandrite stone to bring happiness into Shanoa's life. It's found in a rare treasure box at the end of either the Training Hall or the Large Cavern. Its appearance within those boxes is random, so be diligent.

### Reward:

Royal Crown.





# Eugen

Age: 50 Location: Lighthouse

A blacksmith with a heart of gold, Eugen offers money to those who bring him the materials he needs. Finding those materials often means killing many enemies or scouring through item boxes. It's well worth the effort though, especially the rewards for his third quest.

## QUEST 1: POOR PREPARATION IS COSTLY

Bring Eugen three Iron Ores, found in various boxes within the Kalidus Channel. It's also a rare drop off of Rock Knights, a common enemy in Tymeo Mountains.



### Reward:

2,400 Gold. Iron Plate and Iron Leggings are added to store.

## QUEST 2: WHAT THE BLACKSMITH DOES BEST

Give Eugen three Silver Ores. It's found in rare boxes within Misty Forest Road. Also appears in common boxes within Somnus Reef.



### Reward:

3,600 Gold. Silver Plate and Silver are added to store.

## QUEST 3: WORK OF THE FINEST QUALITY



Obtain three Gold Ores for Eugen. You'll find one in the Mystery Manor, another in Dracula's Castle (Final Approach: Demon Dust), and two more in the Training Hall.

They're also a rare drop off of Tin Man.

### Reward:

7,200 Gold. Gold Plate, Gold leggings, Platinum Plate, and Plat Leggings are added to store.

# Aeon

Age: 40 Location: Minera Prison Island

As the only chef on the planet that doesn't know a thing about cooking, Aeon occasionally asks for odd ingredients that are difficult to come by. You'll find that a lot of them are found in the sea waters within Somnus Reef and Kalidus channel, so at least you won't have to do much traveling.

## QUEST 1: NEEDS MORE SALT

Bring Aeon some Salt for a recipe. The Needle and Fishhead enemies found in Kalidus Channel and Somnus Reef drop this item.

### Reward:

Corn Soup. Minestrone and Corn Soup become store items.



## QUEST 2: I'VE NEVER EATEN THAT

Acquire the Raw Killer Fish item from the Killer Fish, a monster found in Kalidus Channel and Somnus Reef. It's an extremely rare drop, so be diligent.

### Reward:

Killer Fish BBQ. Ramen Noodles and Killer Fish BBQ become store items.



## QUEST 3: CAN'T COOK WITHOUT INGREDIENTS

Give the Tasty Meat item to Aeon. It's occasionally found in rare boxes within Somnus Reef. Also obtainable from a breakable ledge within Dracula's Castle (Nightmare Gate section).

### Reward:

Curry and Thick Steak become store items.



# Marcel

Age: 38 Location: Tymeo Mountains

The savvy reporter Marcel is always on the look out for rumored monsters, a curiosity that eventually causes him to hire Shanoa for a little photography.

## QUEST 1: CASE OF THE VICIOUS BLIGHT

Use the Camera to take a picture of the Cave Troll, an enemy located in the Tymeo mountains (atop a tree in an area near the eastern zone exit).



The Cave Troll must be centered within the camera's targeting zone, or the photograph will fail. You can catch him when he's docile if you can manage to sneak up from behind him. Stand on the branch right below him and take photos after jumping next to him.

### Reward:

6,000 Gold. "Frontier Issue 1" added to shop.

## QUEST 2: CASE OF THE DEMON HORSE

Use the Camera to take a picture of the Jersey Devil, an enemy located at the entrance to Argila Swamp. Jump next to the airborne monster to get the shot you need.



### Reward:

8,000 Gold. "Frontier Issue 2" added to shop.

## QUEST 3: CASE OF THE HIDEOUS SNOWMAN

Track down the Yeti, a gorilla-like monster found in Tymeo Mountains (standing on a wooden bridge directly under a Rock Knight). Quickly drop next to him and use the Camera item before he leaps away!



### Reward:

12,000 Gold. "Frontier Final" added to shop.



# Serge

Age: 10 Location: Somnus Reef

This rambunctious rascal loves pets and playing games, especially hide and seek. His requests are pretty easy to tackle too, so accept them immediately. A little play time never hurt anybody.

## QUEST 1: HIDE AND SEEK!

Serge is hiding in a barrel at the northeast end of town. Check the barrel by smashing it open with your weapon. You only have 15 seconds, so make it quick!



## QUEST 2: SHOW ME THE OWL!



Obtain the Fidelis Noctua glyph dropped by Owls (found in Tristis Pass). Equip the glyph, summon the owl then talk to Serge for your reward.

**Reward:**  
Blue Drops.

## QUEST 3: CAN'T CATCH ME!

Serge wants to play hide and seek again, only this time you're blindfolded. Though you can't see, you can use the town map on the top screen along with Serge's verbal instructions to find him. He's hiding on the roof of Jacob's shop. Use the platform on the right side of the building to get to him.

**Reward:**  
Green Drops.



# Anna

Age: 8 Location: Somnus Reef

The mysterious Anna seems to have some psychic ability, something that tunes her in to visions of what might be a past life. She also has a close bond with her cat Tom, who loves to get himself into trouble.

## QUEST 1: FINDING TOM



Anna's cat Tom is stuck in a tree in Tristis Pass (room #13). Bring him back to Anna for your reward.

**Reward:**  
Black Drops.

## QUEST 2: MICE MAKE FOR GOOD EATS

Anna's cat Tom needs a meal. Within the lower half of Kalidus channel is a sunken pirate ship. Go there to find a small mouse running around below decks. Corner the rodent and tap ↓ when it tries to run past you to grab him. Bring your catch back to Anna for your prize.

**Reward:**  
Heart Earrings.



## QUEST 3: TOM AND JEWELRY



Anna needs a special jewel to help her cat. Obtain one of the many Chrysoberyl gems within Somnus Reef or Tymeio Pass (rare box item), then return to town and speak

with Laura. She'll create the collar Tom needs to get well again. Take the item back to Anna to complete the quest.

**Reward:**  
Ribbon.

# Monica

Age: 17 Location: Kalidus Channel

Lacking the self esteem needed to remember the location of her things, Monica is often in need of the materials used for clothing design. Give her a confidence boost by helping her create the clothes she wants to make.

## QUEST 1: MAKING A DRESS!

Monica needs five Cotton Threads to make a dress. It's found in treasure boxes scattered throughout the Monastery, Minera Prison Island, and Kalidus Channel.

**Reward:**  
Adds Cotton Dress and Sequined Dress to the shop.



## QUEST 2: SILKWORM'S TRAGEDY

Obtain five batches of Silk Thread for Monica. It's dropped by the Arachne monster, also found in Misty Forest Road and Somnus Reef boxes, among others.

**Reward:**  
Adds Empire Dress, Corset Dress and Silk Dress to the shop.



## QUEST 3: IS THAT CASHMERE?

Fetch five pieces Cashmere Thread for Monica. It's found within rare boxes in the Misty Forest Road. It's also a



rare drop off of the White Fomor monster (found in Mystery Manor).

**Reward:**  
Adds Wedding Dress and Party Dress to the shop.

# George

Age: 34 Location: Skeleton Cave

The pretentious musician George cares only about the art of song. Help him dig deep for the perfect sound, and the perfect pen.

## QUEST 1: THE SILENT VIOLIN

George needs the Horse Hair item, which is dropped off of the Nightmare monster (located in Tymeio Mountains).

**Reward:**  
Record 2 and 3 become available in shop.



## QUEST 2: THE KILLING SCREAM



George needs the scream of a Banshee recorded. Head out to the Monastery and find a Banshee. When she performs her special screaming attack, enter your item menu and use

the Phonograph George gave to you. Return to George for your reward.

**Reward:**  
Record 4 and 6 become available in shop.

## QUEST 3: ARTISTS CAN BE SELFISH

Our favorite brooding artist needs a new pen. Obtain the Black Ink from the Dark Octopus in Kalidus Channel, and the Eagle Feather from the Altair in Oblivion Ridge.

**Reward:**  
Record 7 and 8 become available in shop.





**Age: 45 Location: Tristis Pass**

The mother of Serge and Anna, Irina has a thing against irritating animals, which is apparent when you start accepting her quests. Following through with her requests rewards you with her wonderful cooking, a delicacy the entire village appreciates.

## QUEST 1: VICIOUS CROWS

Irina wants to you kill 30 Black Crows. You can find them in Tymeo Mountains near the eastern exit. They hang out in trees...Like most birds do.

**Reward:**  
Mocha Éclair.



## QUEST 2: DO YOU HEAR HOWLING?



Your mission is simple, defeat 10 Werewolves and report back to Irina. They're located in Oblivion Ridge.

**Reward:**  
Tart Tatin.

## QUEST 3: AN UNWELCOME GUEST

Irina wants you to defeat Jiang Shi, a ghost tucked away at the end of the Large Cavern. Return to Irina afterwards for your reward, a pair of boots that drastically improve

**Reward:**  
Winged Boots.



# Daniela

**Age: 85 Location: Giant's Dwelling**

The wonderfully talkative Daniela speaks of the olden golden days where training enveloped her life, a time where she may have been linked to the Belmonts. Her requests are easy to complete and often carry big rewards, so complete them as soon as they are available.

## QUEST 1: A BEACON OF HOPE

Head to the top of the Lighthouse and use the Sketch Book Daniela gives you. Return to her home and give her the drawing for your reward.

**Reward:**  
Garbo Hat.



## QUEST 2: IMPORTANT RESTING PLACE

Use the Sketch Book at the waterfall within Tristis Pass.



Take the finished drawing to Daniele for the Treasure Hat, a helpful item that's useful for hunting rare item boxes.

**Reward:**  
Treasure Hat.

## QUEST 3: TRAGIC MEMORIES

Proceed to the end of the Oblivion Ridge where the golden cross resides. Use the Sketch Book at the site and return the drawing to Daniela.

**Reward:**  
Dowsing Hat.



# How to Use This Walkthrough

## Tymeo Mountains

**1 Area Map** – A diagram of the area's structure. Includes Save and Warp Point locations (Save Points are marked with red backgrounds, while blue backgrounds are Warp Points) as well as room numbers. Rooms with speckled black dots notate a hidden area found via a breakable wall. The numbered red points on each map represent key points of interest, which are to be followed with the walkthrough text that's numbered accordingly.

Room			Enemy	Item	Item
18	Fire Demon	Heart Max Up			
19	Steel Spider	+			
20	Cast Tact	Hidden Box, Emperor Ring			
21	Barrenplace	Item Box x 2			
22	Station Hero	+			
23	Dungeon	+			
24	Black Cow	+			
25	Bliss	+			
26	Black Mirror	+			
27	Black Mirror	+			
28	Winged Guard	+			
29	+	+			
30	+	+			
31	Rock Knight	Item Box			
32	Lightmare	+			
33	Steel Spider	Mailroom			
34	Hard Mode Medusa Head	+			
35	Lightmare	+			
36	+	Emperor Ring			
37	Fire Demon	+			
38	+	+			
39	Lightmare	+			
40	Fire Demon	+			
41	Steel Spider	HP Max Up			
42	Item Box	Item Box			
43	Breakable With Ruby	+			
44	Prison	+			

**2 Room Data Table** – An information table that corresponds with the room numbers on the area’s map. Specifies the kind of enemies and items found in each room. The Enemy column also shows villager locations, which are highlighted in blue. Boss enemies are highlighted red. In regards to the Item column, “Item Boxes” note the position of containers with random contents. Anything labeled as a “Hidden Box” refers to blue boxes obtained by crouching over its position.

**4 Objective Checklist** – A detailed examination of a specified point sitting on the path line. Essentially represents a key point of interest. The information covered includes puzzles, enemy strategy, or a general walkthrough of a segment of the map.

### OBJECTIVE CHECKLIST

**1** Use a double jump to cross the chasm leading to room #11. Enter the doorway when you reach the other side. A spider-infested cave appears to your east; follow the path inside for a treasure box. Leap back around to the hillside and follow the path.

**2** Boulder periodically roll down the hill in room #12. Instead of trying to dodge them directly, use the nearby tree branches to circle over the hill first and down. You'll have to



**031** *"This demon is the master of the consuming flames."*

**FIRE DEMON**

Point	EXP	HP	ATK	DEF	MIND
2	66	110	56	0	13

ITEM DROP	GLYPH DROP
Common Grapes	4%
Common Mail	3%

Similar to Sea Demons, this creature flies around varying its attacks between a diving kick and a fire spell. The fire spell releases the flames glyph when cast, an instantly potent 3-way flame attack. Take measure to obtain this treasure before leaving if you're lucky, you may

**3 Item Box Contents** – Shows the items that may appear within a found box. The item that is ultimately obtained is decided completely by chance. Items in the Common Box table only appear in brown wooden boxes, while anything in the Rare Box table is only found in sparkling green boxes. Whether or not the box appears as a common or rare container is random.



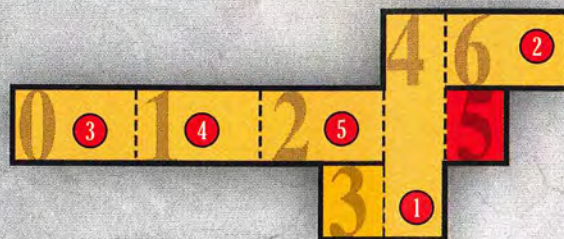


# The Search for Dominus

## Ecclesia



Our story opens with the entrance of Albus, a member of Ecclesia with aspirations of being the vessel for the Domnius glyph. Dominus, a tightly kept secret of the order, is a powerful weapon developed to eliminate Dracula. Shanoa, our heroine, breaks the news that she has been chosen over Albus to bear the glyph's power. Of course, Albus is outraged by this.



Room	Enemy	Item
0	-	Record 5
1	-	-
2	-	-
3	-	-
4	-	Hidden Box: Record 1 Hard Mode: Glyph Sleeve
5	-	-
6	-	-

### OBJECTIVE CHECKLIST

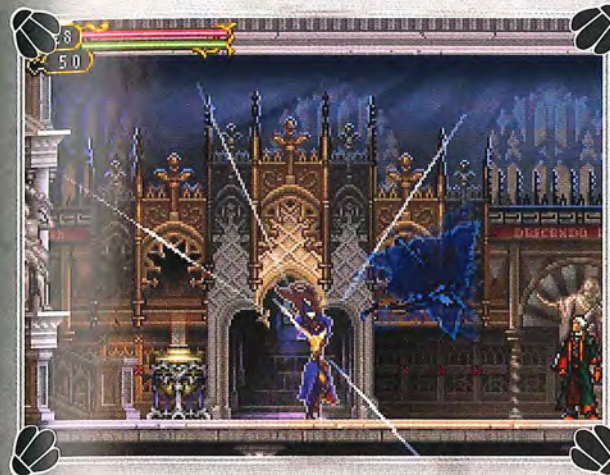
- 1 As the conversation finishes, leap vertically up the nearby platform until you reach the top of the room. Jump over to the topmost left ledge and crouch near its center. When you do this, a blue box magically rises from the ground. Input  $\uparrow$  when you are near the box to obtain the **Record 1** item. Now proceed to the golden door way at the right end of the room.



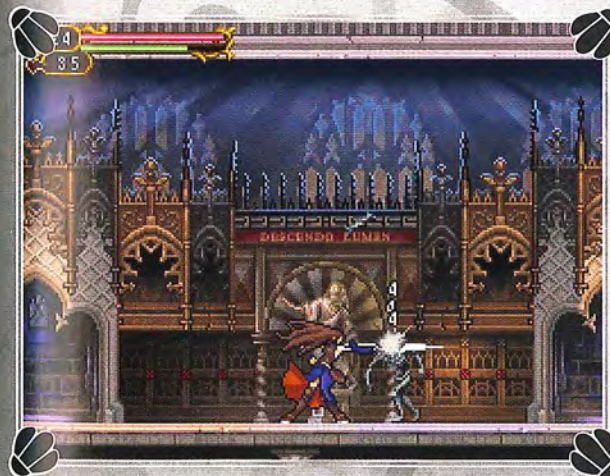
- 2 Barlowe, master of the Ecclesia Order, proceeds to prepare Shanoa for the absorption of Dominus. Albus, angered with Barlowe's decision to select Shanoa over himself, interrupts the ritual and escapes with the glyph's three pieces.



- 3 As the dramatic scene concludes, the story flashes forward three weeks later. Albus' interference with the ritual has caused Shanoa to lose her memory, forcing Barlowe to re-teach the abilities she once knew. A short training tutorial starts. Absorb the **Confodere** glyph, a Rapier weapon with a startling attack speed. Open your inventory (when asked) and equip the weapon to both glyph slots, then proceed to attack Barlowe three times. Use its glyph union attack to move on to the next scene.



- 4 Upon entering the combat training room, several bone-throwing Skeletons appear. Rapidly attack each monster with a 3-hit combo (input  $\downarrow, \times, \downarrow$  very quickly), then quickly shift into a back dash to avoid their bone attack. When the room is clear, enter the room to your west.



- 5 Open the red box inside **Room #0** for **Record 5**. Exit the room and move east until you find Barlowe again. After a lengthy exchange about your duty to retrieve the Dominus glyphs, exit the room through the right door. Enter the glowing door directly across from you to find the first Save Point. After recording your data, exit the room and move southwest to leave Ecclesia.

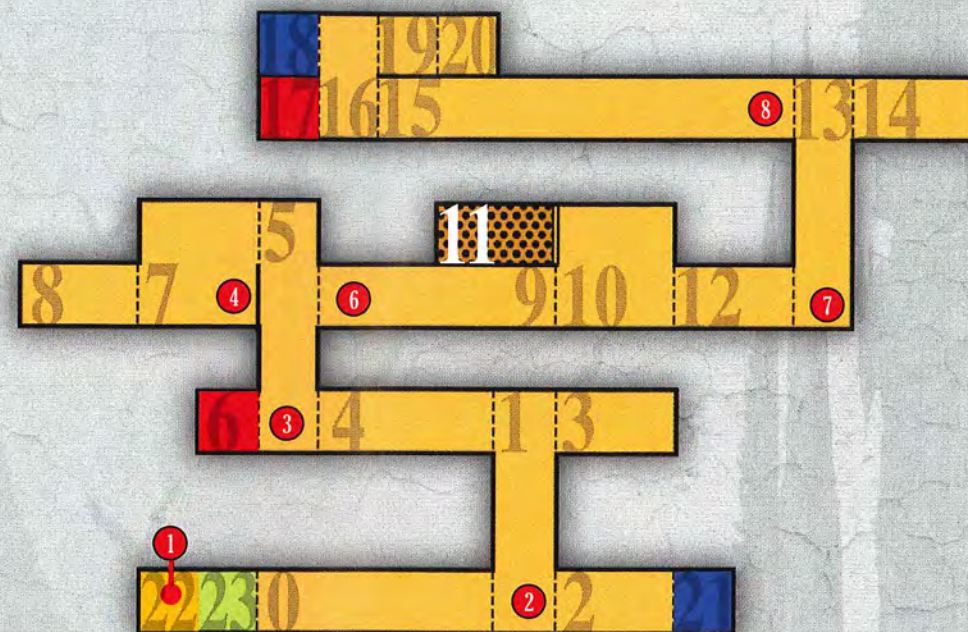


Search for Dominus



# Monastery

The once-holy Monastery is currently in disrepair, now it is a refuge for creatures of the night. Since this is your first real dungeon experience, tread carefully through each room as if danger lurked around every corner (which it does). Use this opportunity to also practice stringing your attacks into the back dash, a useful technique for escaping harms way.



Room	Enemy	Item
0	Skeleton	-
	Hard Mode: Axe Knight	-
	Hard Mode: Bone Archer	-
1	Bat	Item Box
	Skeleton	-
2	Skeleton	-
	Zombie	-
3	Skeleton	-
	Banshee	Sandals
4	Skeleton	-
	Hard Mode: Axe Knight	-
5	-	Magnes
	-	Cotton Hat
6	-	-
7	Ghost	Fool Ring
	Banshee	HP Max Up
	-	Kitty (Tofu)
8	Bone Scimitar	Cubus
	-	-
9	Zombie	Culter
	Hard Mode: Bone Archer	-
10	Ghost	Relic: Book of Spirits
	Banshee	Item Box
11	Zombie	Heart Max Up
	Ghost	-

Room	Enemy	Item
12	Banshee	-
	Bone Scimitar	-
13	Bat	Breakable Wall: Red Drops
	Skeleton	Item Box
	-	500G
14	Banshee	Item Box
	Bone Scimitar	-
15	Zombie	Item Box
	Skeleton	-
	Bone Scimitar	-
16	-	MP Max Up
17	-	-
18	-	-
19	Arthroverta	-
20	Event: Albus	Dominus Hatred
21	-	-
22	-	-
23	-	-

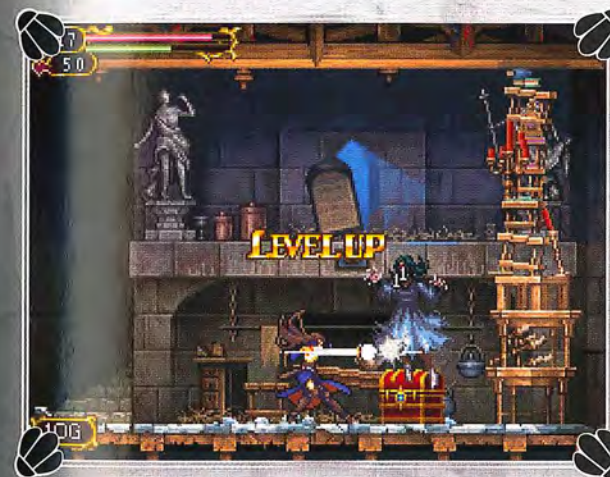
Common Box	Rare Box
Meat	Heart Repair
Cotton Thread	High Tonic
Anti-Venom	Lapis Lazuli
Magical Ticket	Darjeeling Tea

## OBJECTIVE CHECKLIST

1 Move east until you reach a room with a treasure box on a ledge to the northwest. This box is the first of many that have random items. Boxes like this reappear and change their contents every time you exit and re-enter a dungeon. Keep this in mind whenever you encounter either brown or green boxes.



2 Open the box, then drop down and continue east through the hallways. At the end of the path is a Warp Point, which comes in handy later when exiting the dungeon. Loop back to the room with the box from earlier, then start traveling north via the platforms. When you reach the top, proceed into the right corridor until you reach its end. There is a creature here called the Banshee that attacks with an unbearable screech. Keep your distance and attack three times to bring her down. Open the red box in the room to obtain **Sandals**, equip them immediately. Loop back and start moving towards the west end of the dungeon.



005 **BANSHEE** "An apparition whose chilling wail stops men cold."

Point	EXP	HP	ATK	DEF	MND
1	4	3	7	0	0

The opposite of what you would call lovely, the Banshee uses her screeching voice to attack the ears of music lovers and vampire slayers alike. The attack has very little range, so keep your distance to avoid it. The real danger lies in her big tolerance towards physical weapons. To compensate, rapidly attack her several times in succession with the Confodere glyph.

3 The Magnes glyph creates a field around Shanoa that pulls her towards magnetic rods, the shiny silver spheres hanging near the glyph's location. This is useful for reaching locations that are normally inaccessible. In this specific case you need to go north. Press **R** to activate Magnes and cling to the rod above you, then hold **↓** to pull Shanoa away from it. While continuing to hold **↓**, release **R** to fling Shanoa upwards. Press the **R** button again when she nears another rod to latch on to it. Repeat the process and continue north, ignoring the doorway to your right. Grab the red box at the top of the room to acquire the **Cotton Hat**. Head into the left doorway.



## Bring Home a New Pet



4 Upon entering this new room, a meowing cat can be heard. She's hiding next to a treasure box at the southeast corner of the room. To get to her, use the Lizard's Tail slide (**↓** + **B**) just to the left of the pillar, west of the cat's location. If done correctly, you should slide right under the ledge and end up directly on top of the cat. When there, press **↓** to catch your new found friend. Slide again to your right to obtain the HP Max Up hiding away in the box.





006

"A skeleton warrior. Strangely, it fights with genuine courage."

## BONE SCIMITAR



Point	EXP	HP	ATK	DEF	MND
1	5	17	8	0	0
ITEM DROP			GLYPH DROP		
—			Secare		
			15%		

The main interest in this fellow is the **Secare** glyph he drops. Attack him relentlessly until he finally lets you have it. You'll find it immediately useful.

- 5 Ignore the red box on top of the tall platform, you can't reach it just yet. Instead, proceed southwest to the next room while being cautious of the Ghosts flying around. Jump and slash at them once to make quick work of them. Upon entering the southwest door, overlook the suspicious falling blocks at the back of the room, you can't complete that puzzle until later. Focus on killing the Bone Scimitar in the room, who randomly drops the **Secare** glyph. You may want to repeatedly enter this room and defeat this enemy until he drops it, it is a sword-based glyph that is well worth the time invested to obtain it.



004

"The reanimated ghost of a horse killed on the battlefield."

## GHOST



Point	EXP	HP	ATK	DEF	MND
1	3	5	5	0	0

Ghosts tend to be very persistent about running into you, but that shouldn't matter much if you have a slash-based weapon on you. Cut the fiends down with your **Confodere** or **Secare** glyph in a single swing.

- 6 Return to **room #5** (where **Magnes** was found) and move into the east doorway. Break the statue in the middle of the hallway for the **Culter** glyph, but don't bother equipping it, stick with your current weapon. The next room over has a golden box in it, open it for the **Book of Spirits** relic. Now, jump up to the northeast end of the area for another treasure box.



## A Careful Eye Reveals Many Imperfections



A hidden room is tucked away within the same area the golden box resides in. Jump up to the northwest corner of the room and face the left wall. Jump and slash at the suspicious looking red candle to reveal a breakable wall. After a few cuts the stacked furniture will



collapse, revealing a hidden room. Follow the newly formed hallway to find a **Heart Max Up** tucked away in a red box.

- 7 Continue east through the dungeon until you reach a vertical shaft with a treasure box in the northwest corner of it. The ledge that the box is sitting on holds a hidden item within it. Slash at the right end of the ledge three times to break it, causing **Red Drops** to fall. This item permanently increases the power of your fire attribute, improving the fire-based glyphs that you will obtain later. Proceed up the tower and enter the right corridor at the top of the room, grab the box at the end, then backtrack west.



- 8 This corridor is inhabited by an endless stream of **Zombies**, along with several **Skeletons** and **Bone Scimitars**. Move about slowly, carefully watching the spawning positions of the **Zombies**. Make use of the **Save Point** at the east end of the corridor, then leave the room. The red box outside of the room can be reached with the **Magnes** glyph. Cling to the metal rod, hold **↵** on the directional pad, then release **↵** to launch over to the **MP Max Up**. Use **Magnes** again to reach the **Warp Point** and the blue door at the top of the room that leads to the area boss.



109

"A giant mutant created to guard the stronghold."

## ARTHROVERTA

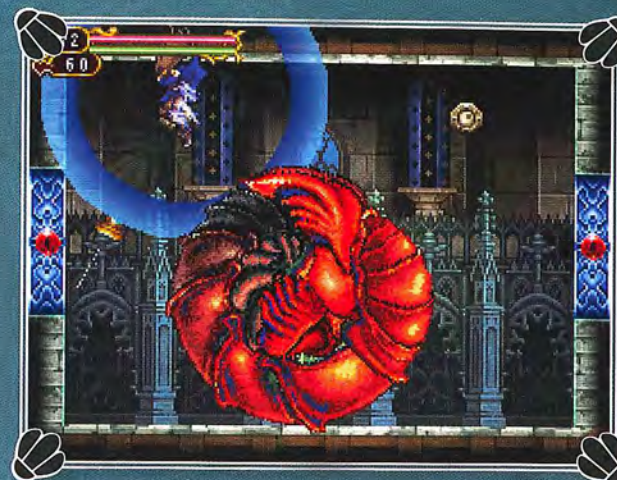


Point	EXP	HP	ATK	DEF	MND
20	300	700	30	5	0

This creepy crawly relies on three major attack types to stage an offense. The first is a downward claw swipe, which can be dodged by either walking or back dashing away from it. The second is an arcing web attack that tracks the position you were at last. Move in any direction after it fires to evade it. In **Arthroverta's** final attack it morphs into a ball and rolls across the ground. Just as it starts to morph, use **Magnes** to cling to the top left rod in the room. Hold **↵** to stay out of the creature's way, and release **↵** when it finishes the attack to drop to the floor.

**Arthroverta** is weak against slash-based attacks. Between any of its strikes, stage a counter offensive by chaining **Secare** slashes back-to-back. If you have the hearts to spare, add a **Glyph Union** attack into this string for even bigger damage.

After the fight, move over to the next room to find **Albus**. He leaves a vital clue before his escape, strangely revealing the location to the mysterious **Wygol Village**.



## Wygol Village

A man named **Nikolai** is incased in what appears to be crystal. Absorb the blue glyph to release him. Once free, **Nikolai** informs you that **Wygol's Villagers** have been kidnapped by **Albus**, who has fled to **Minera Prison Island**. Passage through a foggy forest is the only way to get there.



### Free Items, Free Stay



There are three item boxes lying around **Wygol Village**. Be sure open them up before you leave for a free assortment of restoration items. Also, keep **Wygol** in mind as a safe house. Its **Save Point** and heart restoration hub make it the perfect place for rejuvenation after you have completed a dungeon.





# Ruvas Forest



Room	Enemy	Item
0	-	-
1	Nominon	Macir
	Bone Scimitar	-
	Une	-
	Necromancer	-
	Hard Mode: Winged Guard	-
2	Nominon	-
	Bone Scimitar	-
	Une	-
	Necromancer	-
	Axe Knight	-
3	Hard Mode: Medusa Head	-
	-	-
	-	-
	-	-
	-	-
4	Zombie	Item Box x 2
	Bat	-
	Nominon	-
	Skeleton	-
	Axe Knight	-



Common Box	Rare Box
Meat	Heart Repair
Cotton Thread	High Tonic
Anti-Venom	Lapis Lazuli
Magical Ticket	Darjeeling Tea

008

"An evil, soul-sucking spirit that paralyzes its victims."

NOMINON

Point	EXP	HP	ATK	DEF	MND
1	7	16	12	0	0

Never allow this foul creature to hover above you or it will swoop down and attach itself to your head. Stay at its side and jump towards it with slash attacks.

009

"A heavily-armored warrior with an equally heavy axe."

AXE KNIGHT

Point	EXP	HP	ATK	DEF	MND
1	9	23	15	0	0
ITEM DROP		GLYPH DROP			
Copper Ore		5%	Ascia		12%

Destroy the axes this enemy throws with your weapon, then move in and attack. Shoot for obtaining the **Ascia** glyph from them, a useful ability for hitting airborne enemies.

This stage is entirely linear, featuring nothing but a straight road filled with monsters. Even still, there are a few worthwhile things to take care of here, namely glyph hunting. The **Macir** glyph is found early during the first zone of the stage. Don't equip it until you leave the area, the Nominons floating around have a high tolerance against strike-based damage. Also obtain the **Fidelis Caries** glyph acquired from the Necromancer, which appears just as this foe begins a summoning spell. Finally, the Axe Knights in the area drop the **Ascia** glyph, a projectile attack in the form of the classic Castlevania axe sub weapon. The drop rate is high, so it shouldn't take long to get it if you keep hunting them.



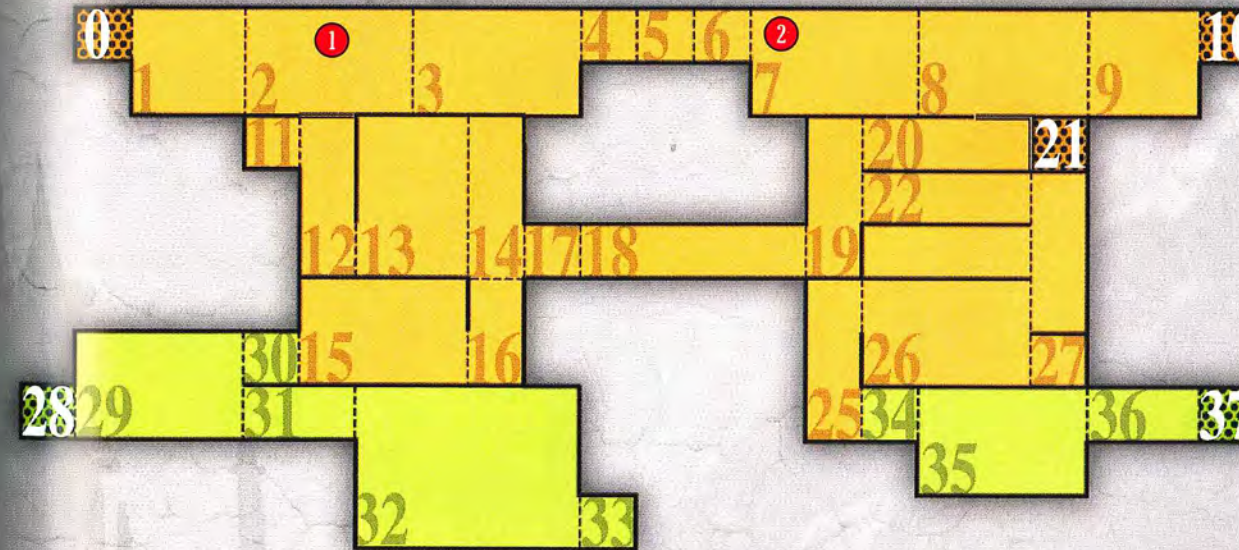
## Powering Up Your Zombies



Leveling up the Fidelis Caries familiar is an easy task. After absorbing the Necromancer's glyph, he'll simply teleport to a nearby position and recast the spell. You can continue to absorb the glyph repeatedly with little effort. Just be careful not to accidentally kill the Necromancer when trying to fight off any nearby Zombies.

# Kalidus Channel

The ferocious waters of Kalidus Channel are stocked with sea monsters, which may seem like a problem because of Shanoa's buoyancy. This makes attacking enemies while swimming difficult, largely because Sea Stingers swim at a level just below your vertical striking range. However, the first two screens of the stage are only comprised of Mermen and Needles, both of which are easier to attack while swimming. Because of this, stay in the water for the first two sections of the stage, then proceed to the top of the floating logs when the Sea Stingers come into play.



Search for Dominus



Room	Enemy	Item
0	-	-
1	Needles	Heart Max Up
	Nominon	-
	Killer Fish	-
2	Needles	Chamomile
	Merman	-
3	Needles	Item Box
	Merman	-
	Sea Stinger	-
4	Event: Jacob	Magical Ticket
5	-	-
6	-	-
7	Merman	MP Max Up
	Sea Stinger	Breakable Wall: Twinbee
8	Merman	-
	Sea Stinger	-
9	Merman	HP Max Up
10	-	-
11	-	-
12	Gelso	-
	Needles	-
13	Merman	Item Box
	Dark Octopus	Fortis Fio
	Fishhead	-
	Needles	-
14	Gelso	-
	Needles	-
15	Forneus	Item Box
	Fishhead	-
	Needles	-
	Gelso	-
16	Merman	Scutum
	Needles	-
17	-	-
18	Gelso	Item Box
	Forneus	-
19	Fishhead	Item Box
	Dark Octopus	-
	Needles	-

Common Box	Rare Box
Lapis Lazuli	Silk Thread
Cotton Thread	Rubber Suit
Cotton Thread	Resist Ring
Iron Ore	Gold Ring



Room	Enemy	Item
20	Gelso	-
21	-	Super Potion
	-	MP Max Up
	-	Heart Max Up
22	Dark Octopus	-
23	Fishhead	Sapphire
	Needles	-
	Gelso	-
24	Sea Demon	HP Max Up
	Merman	-
	Fishhead	-
25	Dark Octopus	-
	Killer Fish	-
	Needles	-
26	Needles	Heart Max Up
	Dark Octopus	Item Box
	Fishhead	Anti-Venom
	Merman	-
27	-	-
28	-	-
29	Sea Demon	Iron Ore
	Needles	-
	Gelso	-
30	-	-
31	Dark Octopus	-
32	Killer Fish	Hidden Box: Magician Ring
	Needles	Emerald
	Merman	MP Max Up
	Skull Spider	1000G x 3
	Specter	Item Box x 3
		Quest Item: Mouse
33	Event: Monica	-
34	-	-
35	Merman	Potion
	Needles	-
	Killer Fish	-
36	Killer Fish	-
37	-	-

## OBJECTIVE CHECKLIST

- Proceed east with caution. Mermen leap out of the water when you jump from log to log. Destroy them before you attempt a jump. When stationary, eliminate flying Sea Stingers with jumping slashes. The center of the stage (room #4) holds **Jacob**, Wygol's shop owner. Save him, pick up the **Magical Ticket**, then proceed east.



## 011 MERMAN

"This aquatic hunter spots prey from the water before leaping."

Point	EXP	HP	ATK	DEF	MND
1	8	17	16	0	0
ITEM DROP		GLYPH DROP			
Meat	5%	-	-	-	-
Zircon	3%	-	-	-	-

Mermen can swim, walk, jump, and shoot fireballs from their puffy lips. On this stage they do more jumping than anything else. Crouching and waiting for them to make a move is the best strategy, they'll hand you the opening you need to attack in most cases.

- Just as you leave the stone tunnel, turn around and slash at the roof's corner. The **Twin Bee** icon drops out, a fun, but ineffective item that pays homage to one of Konami's older titles. Continue onward to eventually open the path to Minera Prison Island.



## 017 NEEDLES

"A hard-shelled sea urchin. A questionable delicacy."

Point	EXP	HP	ATK	DEF	MND
1	2	10	17	0	0
ITEM DROP		GLYPH DROP			
Salt	3%	-	-	-	-

What a marvelous defense mechanism Needles is. All it does is float, waiting for something to run into it. A daring enemy this is not. Keep your distance and chop this creature up with the weapon of your choice.

## 007 SEA STINGER

"A carnivorous and disturbingly agile fish creature."

Point	EXP	HP	ATK	DEF	MND
1	1	6	13	0	0

This dangerous fish leaps towards prey idling above water. Send them back to the depths with carefully planted jump attacks aimed at their nose.

## Do Some Shopping



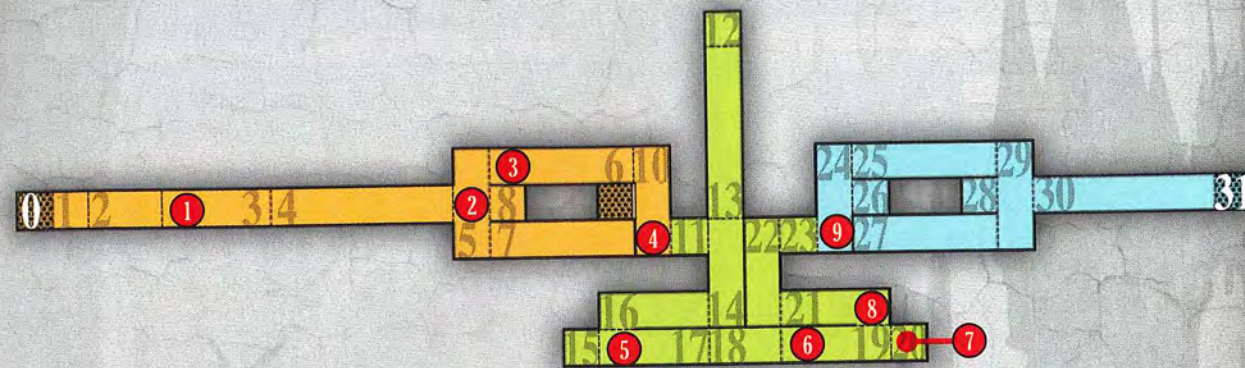
Now that Jacob is back in Wygol, return to the village and visit his shop. If you have the money available, it's recommended that you buy a Babushka, Leather Cuirass, and Cossack Boots.



Search for Dominus



# Minera Prison Island



Room	Enemy	Item
0	-	-
1	-	-
2	Giant Skeleton	-
3	Spear Guard	-
	Axe Knight	-
	When Spotted By Light: Evil Force	-
4	Spear Guard	-
	Bone Archer	-
	When Spotted By Light: Evil Force	-
5	Spear Guard	Item Box
	Bone Archer	500G
6	Spear Guard	Item Box
	Bone Archer	-
7	Spear Guard	MP Max Up
	Bone Archer	Item Box
	-	Cabriolet
8	-	-
9	-	Priestess Ring
10	Bone Archer	Item Box
	Axe Knight	-
11	-	-
12	Event: Aeon	Tower Ring
13	Winged Guard	Anti-Venom
14	Axe Knight	-
	Bone Archer	-
	Spear Guard	-

Room	Enemy	Item
15	-	-
16	Invisible Man	HP Max Up
	Spear Guard	-
17	Spear Guard	-
	Bone Archer	-
18	-	-
	Event Clear: The Creature	-
19	-	500G
20	Event: Abram	-
21	Invisible Man	Item Box
	The Creature	-
22	Bone Archer	Item Box
23	-	-
24	Spear Guard	Heart Max Up
	-	Breakable Wall: Konami Man
25	Demon	Item Box
	Spear Guard	Kitty (SoyBeanFlour)
26	-	-
27	-	Vol Fulgur
28	-	-
29	Bone Archer	Falcis
30	Demon	-
	When Spotted By Light: Tin Man	Tin Man's Defeat: Strength Ring
31	-	Normal Mode: Glyph Sleeve

Common Box	Rare Box
Sage	Iron Ore
Magical Ticket	Military Wear
Chamomile	Protect Ring
Cotton Thread	Lapis Lazuli



108

"A giant condemned in ages past."



GIANT SKELETON



Point	EXP	HP	ATK	DEF	MND
10	350	800	36	0	0

Your venture into Minera Prison Island starts with nothing less than a boss fight. If you haven't already, equip the Macir glyph into both hand slots. The Giant Skeleton is weak against this weapon. Your goal is to never let this beast corner you, and to only strike after it whiffs with one of its own attacks. Use the Magnes rods to retreat to his backside if he ever approaches the left or rightmost rods. In most cases, hanging on a rod and simply holding makes the creature back away.



The Giant Skeleton has four main ground attacks that it relies on. The claw slash, grab, and kick can all be avoided by dashing backwards to a safe distance. The kick attack, in particular, leaves it open for a long period of time, so attack when it misses. Its fourth attack is a forward leap. This can be dodged by walking under the creature while it is airborne. When it lands, turn around and strike its back.

## STAY OUT OF THE SPOTLIGHT!



The moving spotlights are on the lookout for intruders, particularly you.

Stepping into one of the lights summons the Evil Force creature, a giant, floating head with a penchant for violent tongue flailing. Though it is worth killing at least once to add it to your Enemy Data list, you're better off avoiding the Evil Force altogether. Use jumps or the slide technique to dip under the policing light.



## OBJECTIVE CHECKLIST

- Travel east through the waves of spotlights, Spear Guards, and Bone Archers. The general pattern is to slide or jump around the light rotating your direction, then eliminate the enemy standing between each light. You may have to back up a few steps after each kill to avoid a light rotating towards you.



013

BONE ARCHER



Point	EXP	HP	ATK	DEF	MND
1	5	18	14	0	0

ITEM DROP	GLYPH DROP
-	Arcus

This hawk-eyed bag of bones drops the Arcus glyph, a unique special attack that summons mystical arrows. Though relatively weak, you should hunt one down for collection purposes.

014

SPEAR GUARD



Point	EXP	HP	ATK	DEF	MND
1	9	24	16	0	0

ITEM DROP	GLYPH DROP
Copper Ore	Hasta

Spear Guards drop a useful glyph called Hasta, a lance weapon with long range. The drop rate is relatively high, so take the time to obtain it before vacating the area.

- As you reach the interior of the compound, jump over to the east room for a treasure box and a Save Point. Leave the save room and proceed south, taking measures to grab the 500G bag before moving into the southeast corridor. When you enter the tunnel, use the doorway's ledge to jump to the top of the platform. Continue down the path slowly, the Spear Guards one floor below will try to attack with upward stabs. Quickly pass over them to avoid their strikes. Loot the Cabriolet, treasure box, and the MP Max Up before looping back to the door you came through. Take the stairs up the vertical room to the northeast doorway.



Search for Dominus



# 071

## EVIL FORCE

"An evil will, given embodiment through dark karmic forces."

Point	EXP	HP	ATK	DEF	MND
2	113	244	44	0	0

The Evil Force slowly approaches your location, eventually charging you with poisoned breath. If it establishes a close distance during the charge, its tongue flails out for an attack. To stop it, strike its head while it is spitting poison to push it away from you.

- Charge your way through the cellblock using the platform, there's a treasure box along the way. When you reach **room #9**, drop southwest below the stairs and attack the left wall three times. The unveiled hidden room has a **Priestess Ring** inside—your first accessory.



- Move southeast and proceed across the metal bridge. The vertical room with a hole in its roof leads to **Anti-Venom** and a tower that can't be climbed just yet, so ignore it for now. Go south into the dungeon sector of the prison. While treading west, a new villain known as the Invisible Man makes an appearance. To avoid dealing with his attacks directly, kill the creature with the Hasta lance as he sheds his clothing. He'll charge you if you fail to do so, which is fairly difficult to deal with because of his invisibility. Once he is gone, move along until you find a **HP Max Up** and a hole leading south.



- The next room down contains a couple of guillotine traps. Lure them into dropping by moving directly next to them, then jump over the fallen blade. Continue onward to find Albus waiting for you in a lab. He offers you the **Dominus Hatred** glyph with no strings attached, an unusual gesture on his part.



## DOMINUS HATRED



Despite the obvious temptation to use it, the **Dominus Hatred** glyph drains the life of its user. Ignore its attractive attack rating and stray away from using it.



- Leave the lab through the east doorway. The iron maidens that you come to are accompanied by a swinging guillotine blade. Your goal is avoid both the spike-lined caskets and the blade, both of which inflict horrendous damage. When the guillotine swings to the right, jump over the first casket, then jump over the blade as it swings back towards you. Leap over the second casket to clear the remainder of the trap.



- Abram, Wygol's awkward medicine man, is trapped in the room to your east. Grab the **500g** bag and drop in to say hello. Absorb the glyph, leave the room, and make your way north via the platforms.



- Continue into the depths until you run into The Creature, a kicking and screaming violation of science ethics. Both his flame thrower attack and kick can be avoided by retreating, so wait for him to finish either one of these attacks, then run in and slice away at him. Follow the path from there and be mindful of any item boxes you see along the way. Record your progress when you reach the Save Point, then step outside and use the Magnes Rod to shoot up to the red treasure box (a **Heart Max Up** is inside). The bottom right corner of the ledge just below the torch across from you is also breakable. Cling to the Magnes rod, hold **↑** and attack the corner three times to obtain the **Konami Man** item.



- The orange cat SoyBeanFlour is meowing away on the top floor of the cellblock. Pick him up (by pressing **↓**) before leaving out the east door. Move south, open up the Warp Point, and crack the glowing statue holding the **Falcis** glyph, a powerful sickle weapon.



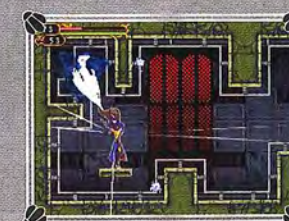
## Obtaining Vol Fulgur

Directly to the left of the Falcis glyph is a room with electrical wires running through it. These sparks deal damage whenever contact is made with them. At its end is the **Vol Fulgur** glyph, a lightning elemental attack. Obtaining the glyph removes the electrical current, but you have to make it to the back of the room before that can happen.

- Jump up to the platform in front of you. Do so before the top spark nears the platform. When the spark passes, jump over the bottom spark coming your way.
- Drop to the floor and wait for the bottom spark to close in on you. Jump forward over it when it nears your position.
- Position yourself under the dip in the roof. When the bottom spark closes in on your location, jump over it.



- Jump up to the lump in the road. Jump vertically as the bottom spark rolls forward, then run under and crouch below the lowered roof.
- When the spark running along the roof gets close to you, slide forward, then jump straight up to clear the bottom spark moving towards you.
- Upon coming to another wired hill, jump to the top of it and wait for sparks on both the roof and ground to come your way. Use a short jump (tap **B** lightly) to hop between both sparks.
- Finally, make your way to the hovering platform and start absorbing the **Vol Fulgur** glyph.



- Now that you have the Vol Fulgur in your hands; keep moving east to proceed to the final section of Minera Prison. As you reach another area with spotlights, clear out the demons flying around without being spotted. Landing in a spotlight summons Tin Man, a ridiculously powerful robotic guard. It's risky, but defeating him now causes a box holding a **Strength Ring** to appear at the center of the area. To beat him, equip both the Macir and Vol Fulgur glyphs and use the lightning + weapon Glyph Union attack against this creature. When you have the ring, continue east to find the **Glyph Sleeve** relic and the exit.



## Compensate for the Unknown



The **Glyph Sleeve** relic allows you to set up three different glyph combinations that you can select and rotate between. Since enemies come with varying weaknesses and strengths, it's advised that you set up one combo with two Macir glyphs, another with two Falcis glyphs, and the last with two Luminatio glyphs. Varying glyphs like this should allow you to compensate for a variety of situations that you are sure to encounter.



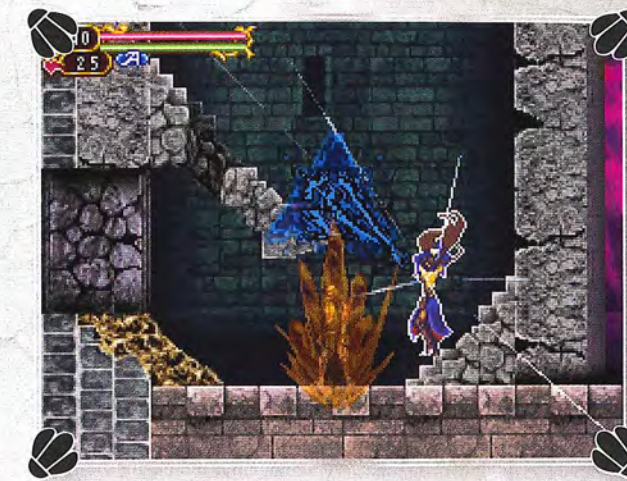
# Lighthouse

Room#	Enemy	Item
0	-	-
1	-	-
2	-	-
3	-	Luminatio
4	-	-
5	Brachyura	-
6	Event: Eugen	-
7	-	Relic: Serpent Scale

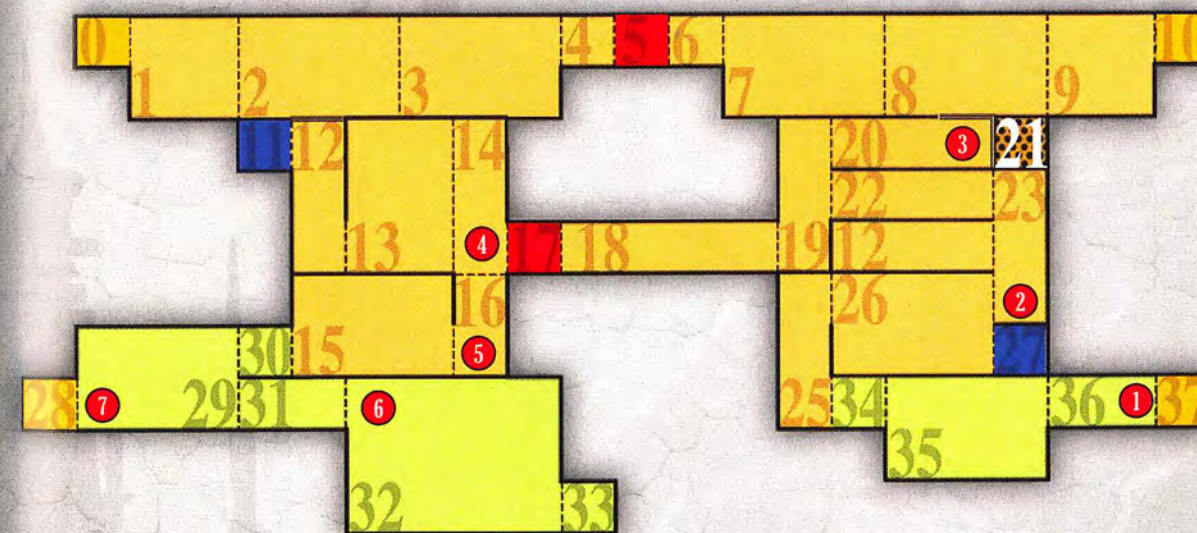


Once Brachyura is defeated, press on the directional pad to take the elevator to the top of the Lighthouse. The **Luminatio** glyph is the source of the light. Absorb it, then take the elevator back down.

Enter the east doorway and drop to the floor. Absorb the glyph over **Eugen's** head to free him. Make your way west to find the **Serpent Scale** relic and the exit.



# Kalidus Channel



With the Serpent Scale in hand, it is now possible to dive deeper into the Kalidus Channel's waters via a new entry point. Before doing that, you'll want to return to the northeast entry point and check the entire ocean floor of the original path you took. There's a ton of items down there, including a **HP Max Up**, **MP Max Up**, **Chamomile**, and a **Heart Max Up**.

Jumping while in water works a little differently than the norm. You are able to jump at any time, whether you are grounded or not, as often as you like. This makes it possible to reach any height. Think of it as swimming.



## 110 BRACHYURA

A giant crab from the depths of Transylvanian history.



Point	EXP	HP	ATK	DEF	MND
30	1000	1800	40	5	0

Brachyura is weak to hammer weapons, so double up on the Macir glyph before entering this fight. When he reveals himself, leap towards the roof of the tower via the platforms. Position yourself on the left platform just below the topmost ledge; start crouching as the crab secures its position.

During this phase of the fight, the monster's bubble attack is stopped by popping them with your weapon, while its pincer swipe misses entirely as long as you are crouched. You can deal damage and avoid both of these attacks by crouching repeatedly and chaining your attacks.

When the crab's right pincer slowly starts to close onto your position, jump to the top platform and run to the right wall. Its complexion turns red, signaling an attack pattern change. Its next strike tracks your position, though it ultimately always hits the roof. To avoid it, stay to the right, then when it clanks its pincer, move to the left to avoid the attack. After three strikes it will revert to his bubble attack, so leap back down to the bottom left platform to stop the bubbles. Return to the right wall when it finishes.

Once the roof breaks, leap up to the top of the tower and repeat the following patterns again. This time, take note of the crack in the left end of the roof. When the monster turns red, jump to the top left platform to lure out its claw attack, then drop to the ledge below you to dodge it. It breaks through the roof again after three hits, forcing you to climb up the tower once more.

Brachyura adds an additional attack to its repertoire during your third encounter, a wall bash attack that occurs just after the bubble attack. Jump up to the platform above you and hug the left wall to avoid it.

When you reach the very top of the tower, jump through the gaps on the left or right ends of the elevator and stand on top of it. Input on your directional pad to drop the elevator, crushing the oversized crab.





Room	Enemy	Item
0	-	-
1	Needles	Heart Max Up
	Nominon	-
	Killer Fish	-
2	Needles	Chamomile
	Merman	-
3	Needles	Item Box
	Merman	-
	Sea Stinger	-
4	Event: Jacob	Magical Ticket
5	-	-
6	-	-
7	Merman	MP Max Up
	Sea Stinger	Breakable Wall: Twinbee
8	Merman	-
	Sea Stinger	-
9	Merman	HP Max Up
10	-	-
11	-	-
12	Gelso	-
	Needles	-
13	Merman	Item Box
	Dark Octopus	Fortis Fio
	Fishhead	-
	Needles	-
14	Gelso	-
	Needles	-
15	Forneus	Item Box
	Fishhead	-
	Needles	-
	Gelso	-
16	Merman	Scutum
	Needles	-
17	-	-
18	Gelso	Item Box
	Forneus	-
19	Fishhead	Item Box
	Dark Octopus	-
	Needles	-

## Seafood Ingredients

Aeon, a Wygol Villager you have yet to even meet, offers several quests that require seafood oriented ingredients. Two of these ingredients are dropped from monsters within Kalidus Channel. For example, the Killer Fish drops Raw Killer Fish, while Needles and Forneus drop Salt. Take the time to obtain these items before leaving the area.

Room	Enemy	Item
20	Gelso	-
21	-	Super Potion
	-	MP Max Up
	-	Heart Max Up
22	Dark Octopus	-
23	Fishhead	Sapphire
	Needles	-
	Gelso	-
24	Sea Demon	HP Max Up
	Merman	-
	Fishhead	-
25	Dark Octopus	-
	Killer Fish	-
	Needles	-
26	Needles	Heart Max Up
	Dark Octopus	Item Box
	Fishhead	Anti-Venom
	Merman	-
27	-	-
28	-	-
29	Sea Demon	Iron Ore
	Needles	-
	Gelso	-
30	-	-
31	Dark Octopus	-
32	Killer Fish	Hidden Box: Magician Ring
	Needles	Emerald
	Merman	MP Max Up
	Skull Spider	1000G x 3
	Specter	Item Box x 3
		Quest Item: Mouse
33	Event: Monica	-
34	-	-
35	Merman	Potion
	Needles	-
	Killer Fish	-
36	Killer Fish	-
37	-	-

Common Box	Rare Box
Lapis Lazuli	Silk Thread
Cotton Thread	Rubber Suit
Cotton Thread	Resist Ring
Iron Ore	Gold Ring

## OBJECTIVE CHECKLIST

- The southeast entrance into Kalidus Channel leads to an underground body of water. Enter the water and swim west into the next room. The Mermen, Needles, and Killer fish can all be handled with the Luminatio glyph. Follow the path to the southwest corner for a box with a **Potion** inside it. Swim north to the doorway and follow the path. When you come to another large winding room, go south to find a **Heart Max Up**. Move east while scouring the bottom of the sea floor, you'll find a treasure box and **Anti-Venom** along the way.



- The wall of Fishheads is hazardous to tackle with normal attacks, though the Luminatio glyphs normal attacks *can* get the job done. It's recommended that you instead blast the entire thing with the Luminatio + Luminatio's Glyph Union attack. There's a **Sapphire** waiting for you once the deed is done. Make a stop into the northwest doorway to grab the **HP Max Up** (and possibly **Grando** from the Sea Demon). Go north and follow the path when you are ready.



## 016 "A rare, water-dwelling creature."

Point	EXP	HP	ATK	DEF	MND
1	4	14	16	0	0

The always annoying Gelso relies on linear paths of movement to attack. Slide or jump repeatedly to avoid their sting, then strike them when they are idle with the Falcis glyph.

## 022 "A demonic sea creature from the oceans of the underworld."

Point	EXP	HP	ATK	DEF	MND
1	19	43	24	0	0

ITEM DROP	GLYPH DROP
Salt	6%

Despite its enormous size, Forneus doesn't have much of an attack to speak of. It simply roams around the field trying to run into you. Keep your distance and attack with the Falcis or the Vol Fulgur glyphs.

- The floating bomb in this area needs to be pushed over to the rocks to the east. This is done by pushing Shanoa into the brown bomb canister. Sadly, this task becomes a pain when the Gelsos in the area start to interfere. Use the Falcis glyph to eliminate the Gelsos that come your way while taking measures to NOT hit the bomb. When you have pushed it directly next to the rubble, detonate the bomb with an attack. The bomb will clear the way to the upper section of Kalidus Channel, but it's not necessary to head up there yet.



## 027 "An evil demon of the sea, skilled in ice magic."

Point	EXP	HP	ATK	DEF	MND
2	33	88	27	0	13

ITEM DROP	GLYPH DROP
-	Grando

This hammerhead monster mixes up actions between an ice spell and a diving kick. You'll know either is coming when it stops moving. Run under it to avoid the dive kick attack. The ice spell in particular causes the special **Grando** glyph to appear, which should be absorbed to not only nullify the spell, but to also obtain the glyph.



## Hidden Room



Once the bomb has cleared the rubble, move over to the east wall and attack it three times. The wall shatters, revealing a hidden room containing an MP Max Up, Super Potion, and Heart Max Up.



- 4 Backtrack after the bomb excursion and proceed west. You have two directions to move once you reach the Save Point: either start moving south, or continue west to open up another pathway to the north end of Kalidus Channel. There's no reason not to open up the additional path, so you may want to go west. There's a **Fortis Fio** glyph along the way, equip it immediately. You'll eventually come to a second bomb puzzle, only this time the rubble is to the north. Clear out the Needles at the north end of the room, then go south and start pushing the bomb to your left. It will float to a ledge once there is nothing above it, so swim with it and start pushing it to the right till it clears the ledge. Once it is next to the rubble, strike it to clear the way.



- 5 Moving south, crack open the glowing statue to the south for the **Scutum** glyph. Swim your way west until you reach a large open room. Defeat the two **Forneus** floating around with the **Luminatio** glyph, then move on to the **Fishheads** blocking the treasure box. Continue onward until you find a doorway.



- 6 The sunken pirate ship is home to what you might expect, sea life and a lot of treasure. The three **1000G** bags, **MP Max Up**, and **Emerald** are all lined up and are waiting to be taken. There are even three random treasure boxes waiting for your arrival. Be careful of the **Skull Spider's** presence, though. It poisons on contact, which is a pain to deal with if you aren't carrying **Anti-Venom**. **Monica**, another villager from **Wygol**, is tucked away in the southeastern room. Release her from imprisonment before leaving the area.



## Mysterious Box



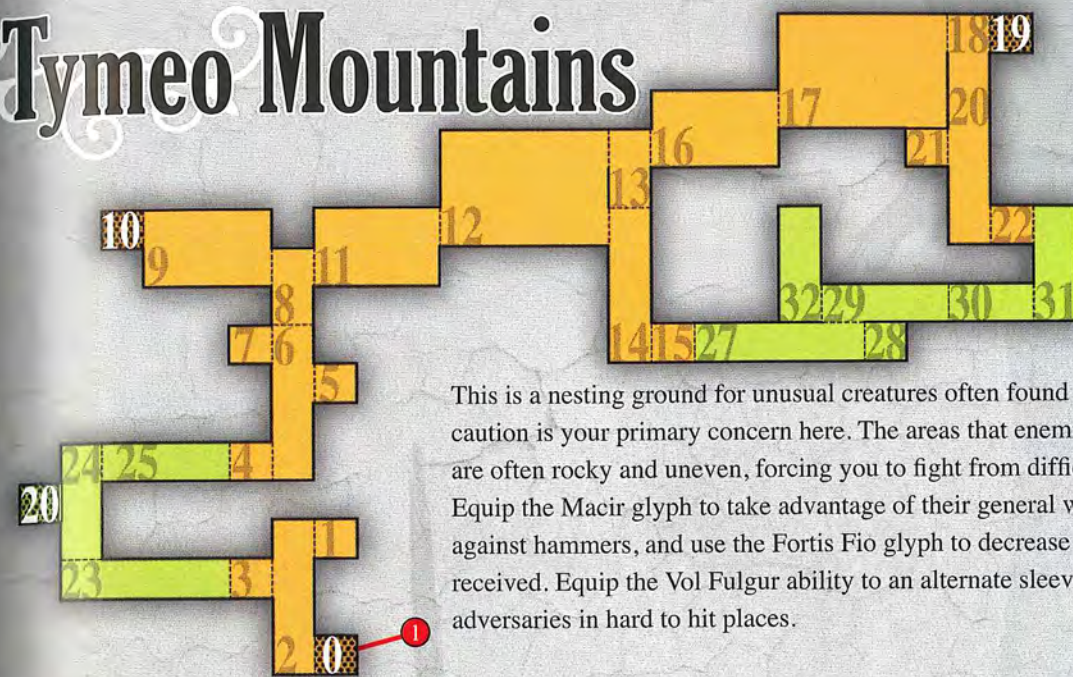
The east side of the sunken ship has a hole in it. Walking through the gap leads to an area inhabited by torches and a **Spectre**, a weak enemy that falls quickly to the **Luminatio** glyph. Once the enemy is gone, crouch between the two torches to reveal a hidden box. The intelligence-boosting **Magician Ring** is inside.



- 7 Backtrack a little to the large room to the southwest. Travel west here to eventually find a box with **Iron Ore** and the exit home.



## Tymeo Mountains



This is a nesting ground for unusual creatures often found only in tabloids; caution is your primary concern here. The areas that enemies dwell in are often rocky and uneven, forcing you to fight from difficult positions. Equip the **Macir** glyph to take advantage of their general weakness against hammers, and use the **Fortis Fio** glyph to decrease the damage received. Equip the **Vol Fulgur** ability to an alternate sleeve for use against adversaries in hard to hit places.

Room	Enemy	Item
0	-	Hidden Box: Blue Drops
1	-	-
2	Black Crow	-
	Winged Guard	-
	Hard Mode: Medusa Head	-
3	-	-
4	-	-
5	Event: Laura	-
6	Winged Guard	Item Box
	Rock Knight	-
	Black Crow	-
	Hard Mode: Medusa Head	-
7	-	-
8	Winged Guard	-
9	Skull Spider	Fides Fio
	Black Crow	MP Max Up
	Hard Mode: Cave Troll	-
10	-	-
11	Skull Spider	Item Box
	Hard Mode: Owl	-
12	Black Crow	Crimson Mask
	Scarecrow	Moonwalkers
	-	Devil Ring
13	Rock Knight	-
14	Rock Knight	-
	Yeti	-
15	-	-
16	Fire Demon	Heart Max Up
	Pone Pillar	-
	Skull Spider	-
	Bat	-

Room	Enemy	Item
17	Cave Troll	Hidden Box: Emperor Ring
	Scarecrow	Item Box x 2
	Skeleton Hero	-
	Dullahan	-
	Black Crow	-
	Bat	-
18	Black Crow	-
19	-	-
	Event: Marcel	-
20	Winged Guard	-
21	-	-
22	-	-
23	Rock Knight	Item Box
	Nightmare	-
	-	-
24	Skull Spider	Mushroom
25	Hard Mode: Medusa Head	-
26	-	Empress Ring
27	Nightmare	-
	Fire Demon	-
28	-	-
29	Nightmare	-
30	Fire Demon	-
31	Skull Spider	HP Max Up
	-	Item Box
	-	Breakable Wall: Ruby
32	-	Pneuma



Common Box	Rare Box
Lapis Lazuli	Chrysoberyl
Chamomile	Archer Ring
Iron Ore	Silver Ore
Rue	Ruby



## OBJECTIVE CHECKLIST

- 1** Room #0, the entrance to Tymeo Mountains, has a hidden box between the two candle sticks in the room. Crouch between them to acquire **Blue Drops**. Climb up the mountain until you reach a cave full of stalactites. Blast your way through the Rock Knights until you come to a hill. On the other side of this hill is a group of large stalactites hanging from the roof, which fall whenever you step near them. These rocks need to drop so that they can be used as platforms. Unfortunately, a Nightmare is running around directly under the rocks, making it difficult to safely lure them into falling. Stay on top of the hill and use the Vol Fulgur glyph to attack this monster whenever it appears near you. When it is dead, move next to each stalactite one-by-one to trigger their fall.



### 030 Rock Knight

Point	EXP	HP	ATK	DEF	MND
1	45	100	31	15	0
ITEM DROP		GLYPH DROP			
Iron Ore		8%			

A burly knight loaded with rocks and a strong throwing arm. Rock Knights have only a single desire, squashing things with big rocks. Use a hammer glyph to strike at them repeatedly without fear of their rock toss, the arcing swing of your weapon should smash anything that flies toward your head. These guys drop **Iron Ore**, a rare metal needed for Eugen's first quest. Spend a little time farming it from them if you still need it.

- 3** Venture north, up the wooden ladders and bridges. The first cave to the east houses **Laura**, another Wygol villager in need of your assistance. Free her and continue up the chasm, opening up the Warp Point to your left when you come to it. Ignore the unreachable path to the northeast for now, and instead move west.



- 2** Fend off the Skull Spiders with the Luminatio glyph. When the room is clear of their presence, grab the **Mushroom** sitting on the rocky ledge then climb up to the nearby cave to find the **Empress Ring**. Continue north through the cave to reach a pit full of bloody spikes. Equip your Magnes ability and leap out towards the first rod you see. Activate Magnes to latch onto the rod, then hold **L** and release the **R** button to fling Shanoa towards the next magnet. Activate Magnes again and repeat the same process until you clear the spikes.



### 025 Skull Spider

Point	EXP	HP	ATK	DEF	MND
1	20	32	26	10	0
ITEM DROP		GLYPH DROP			
Anti-Venom		8%			

Skull Spiders can crawl along any type of terrain to approach their prey. They also inflict poison onto targets they hit, a huge annoyance when Anti-Venom is an expensive commodity. Even still, Skull Spiders have no other attacks outside of making contact with you, so it's generally easy to avoid them. Keep your distance and strike with ranged attacks.

- 4** Crush the Skull Spiders with your hammer and dip into the cave area that they have infested. To jump up to the ledge inside, move left over to where the ground slants upwards, then leap to your right. Acquire the **Fides Fio** glyph and the **MP Max Up**, then exit the cave. Loop around to the west by traversing over the hill. There are a few annoying Crows on your way towards the exit, but they won't bother you unless you jump towards them.



## Misty Forest Road

This area is mostly a linear path, only deviating from its horizontal nature momentarily. However, this doesn't make it easy to traverse through. The enemies here are quite powerful, making preparation extra important. Equip both the Falcis and Luminatio glyphs to cope with the resistance types that these creatures have. Also, activate the Fortis Fio glyph any time you don't need to use Magnes.



Room#	Enemy	Item
0	-	-
1	Bitterfly	-
	Werebat	-
2	Specter	Item Box
	-	Rue
3	Enkidu	-
4	Lizardman Blade	Melio Arcus
	-	Hierophant Ring
	-	Breakable Wall: White Drops
5	Bitterfly	Vol Macir
	Specter	Item Box
	Werebat	Sage
6	Grave Digger	-
	Bitterfly	-
	Black Fomor	-
7	Grave Digger	-
	Specter	-
	Bitterfly	-
8	-	-

Common Box	Rare Box
Sage	Blow Ring
Lapis Lazuli	Cashmere Thread
Silk Thread	Cashmere Thread
Uncurse Potion	Silver Ore



Search for Dominus



## OBJECTIVE CHECKLIST

- Carefully tread west down the road, making sure to duck whenever the devious Grave Digger appears on screen. Use the Falcis glyph against him and the Bitterflies roaming around. Switch to Luminatio to quickly eliminate Specters and the Black Fomor.



### 034 GRAVE DIGGER

Point	EXP	HP	ATK	DEF	MND
1	65	150	33	10	0
ITEM DROP		GLYPH DROP			
Earl Grey		5%	-		

Annoying, powerful, and multitasking, the Grave Digger is everything you *don't* want from an enemy. His first assault is launched the second you step into his sights. Duck under the spear when he throws it, then approach him with Falcis slashes. If he ever leans back or raises his hands into the air, backdash away from him to avoid his grab and kick attacks.

- Break the statue you come to and absorb the **Vol Macir** glyph. Equip it immediately to improve your attack power. Head left and kill the Werebat with your hammer before grabbing the treasure chest. Equip your Magnes glyph and jump to the first nearby platform. Leap out toward the rod hanging in the air and activate Magnes. Hold then release to fling yourself to the mountain's ledge. Pick up the **Sage** to complete Abram's first quest.



### 036 BLACK FOMOR

Point	EXP	HP	ATK	DEF	MND
1	49	66	28	0	0
ITEM DROP		GLYPH DROP			
Milk		6%	Umbra	100%	

Relatively easy to deal with as long as you have Luminatio equipped, the main interest in this creature is the **Umbra** glyph he summons. Wait for him to cast his dark magic to absorb it.

- Enkidu, the massive monster carrying a dragon fortified pillar, should be tackled in two phases. First focus on destroying the White Dragon; lure out its lunge attack by dancing well out of its attack range, then when it takes the bait, attack its head while it is extended with Vol Macir. If its mouth ever starts to glow, back extremely far away from it to avoid its flame attacks. Once the dragon is dead, rush up to Enkidu and repeatedly strike him. Back away as he begins to stomp towards you. If he ever starts to corner you, start using Glyph Union attacks to kill him as quickly as possible.



### 035 WEREBAT

Point	EXP	HP	ATK	DEF	MND
1	50	99	29	0	0
ITEM DROP		GLYPH DROP			
-		-	Arma Chiroptera	10%	

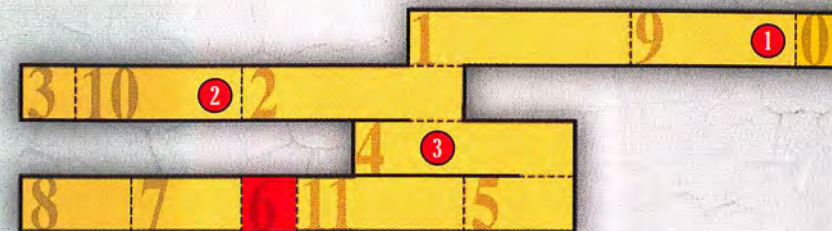
A bat-summoning beauty with an attitude. Crush her bat attack by slashing them as they approach, and dash backwards whenever she goes for her sliding kick. Defeat her as many times as needed to obtain her **Arma Chiroptera** glyph, a unique ability that morphs Shanoa into a Werebat.

- Keep moving west, grabbing the treasure box you come to along the way. Ignore the glowing blue door in the area, it can't be accessed yet. Take the time to hunt down a few Werebats to obtain the Arma Chiroptera glyph, your first shape shifting ability.



## Skeleton Cave

This ancient tomb is a calcium-enriched cave where every enemy is made of bone. This trait makes them especially weak to striking weapons like the hammer. Tread confidently into this abyss knowing full well that no femur is a match for your deadly swings.



Room#	Enemy	Item
0	-	-
1	Bone Pillar	Item Box
	Skeleton Frisky	-
	Dullahan	-
	Hard Mode: Blade Master	-
2	Skeleton Hero	-
	Dullahan	-
	Hard Mode: Winged Guard	-
3	White Dragon	HP Max Up
	-	Item Box
4	Skeleton Rex	Item Box
	White Dragon	-
	Dullahan	-
	Skeleton Hero	-
5	Bone Pillar	Breakable Wall: Black Drops
	-	MP Max Up
	-	Item Box
6	-	-
7	Maneater	-
8	Event: George	Relic: Ordinary Rock
	Event Clear: Skeleton Beast	-
9	Bone Pillar	Heart Max Up
	Dullahan	-
	Skeleton Frisky	-
10	Skeleton Hero	-
	Skeleton Frisky	-
11	Skeleton Rex	-

Common Box	Rare Box
Sage	Blow Ring
Lapis Lazuli	Cashmere Thread
Silk Thread	Cashmere Thread
Uncurse Potion	Silver Ore

## OBJECTIVE CHECKLIST

- A troop of Skeleton Friskies greet you as you enter the cave. Immediately duck during their approach and start swinging your weapon. They'll jump right over your head to your backside, but don't panic, keep crouching and watch in awe as they jump right over you once again. Keep swinging your weapon to eventually shatter them all. When ready, walk west down the tunnel (ignore unreachable red box for now). Use a glyph union attack against the stack of Bone Pillars, finish off any remaining heads with a few swipes from your weapon. Jump on to the nearby platform and grab the chest, then start heading south.



### 041 DULLAHAN

Point	EXP	HP	ATK	DEF	MND
1	54	88	34	0	0
ITEM DROP		GLYPH DROP			
-		-	Vol Confodere	10%	

The daring Dullahan is limited to a forward rapier thrust. Duck under the attack and swing at him with your weapon. If you're lucky, he'll drop the **Vol Confodere** glyph, a useful weapon worth collecting.



- 2 Upon entering **room #10**, a stream of Skeleton Friskies backed by a single Skeleton Hero charge towards you. Walk forward and duck once you reach even ground, then start swinging your weapon. The Skeleton Friskies will jump over and miss you entirely while the Skeleton Hero's shots fly just over your head. When all of the Friskies are gone, take out the Heroes and continue moving. The room at the end of the tunnel is guarded by a White Dragon. With very little room to move around, stay as far away as possible by standing directly in front of the doorway. Attack the fiend when it snaps forward. If it attempts to use its flaming breath attack, dash to its underside. Move back to your original position when it finishes.



## 040 "A skeletal savior, foretold since ancient days."

Point	EXP	HP	ATK	DEF	MND
1	50	80	32	0	0

Despite his impressive title, the Skeleton Hero only has access to a single projectile attack. Crouch in front of him and start swinging to both deal damage and avoid his attack. Be careful not to crouch too close to him, the swing of his sword can't be ducked under.

- 3 Our extinct friend the Skeleton Rex has a difficult time reaching you if you stay under the platform. Attack it from this position until it is destroyed. Don't rush out of your safe zone; wait for the nearby White Dragon to attack before attempting to continue onward. When you reach the room covered with Bone Pillars, equip both Umbra and Luminatio, then use their Glyph Union attack to destroy all of them in one shot. Loop around the bottom side of the platform for a random treasure box and a MP Max Up.



## 042 "A fossilized thunder lizard, given life by an evil will."

Point	EXP	HP	ATK	DEF	MND
2	105	184	37	0	0

This dino-hazard comes packed with a wide variety of attack options. Its bite and fire breath attacks can both be dealt with by back dashing, while its jumping bite should be slid under with the Lizard Tail relic. Strike the monster after any of its attacks to eventually bring it down.

### Black Drops

The room filled with Bone Pillars has a hidden item in it. To get it, attack the left corner of the long platform three times. The corner will break, revealing the Black Drops.



## 111 "This monstrous insect buzzes about inside a giant skull."

Point	EXP	HP	ATK	DEF	MND
40	1500	2500	51	0	0

This delightfully horrific creature is weak against holy magic, so equip Luminatio and position yourself near the fiend's tentacles. The spell's spiraling attack pattern works wonders against his protruding body, making it possible for it to hit the beast multiple times before dissipating. These blasts also help destroy the harmful bones that Maneater spits out. Knowing this, continue chaining together Luminatio blasts while keeping an eye on Maneater's actions. If a dark fluctuation courses through its tentacles, move away from the direction they are pointing in to dodge its ripple laser. If its body quickly rises, keep away from its underside to avoid its smash attack. Keep moving about and firing your spells to quickly eradicate the beast.



### Don't Use a Magical Ticket!

With Maneater defeated, continue into the back room to find Albus, the Ordinary Rock, and the villager George. The Ordinary Rock allows you to jump a second time while in midair, a helpful item for getting to places you couldn't reach before. Since that's the case, backtrack through the dungeon and pick up those two red boxes you couldn't reach before (one being in **room #3**, the other in **room #9**). Your efforts will be rewarded with an HP Max Up and a Heart Max Up.





# The Return to Wygol

It appears that Albus has taken blood samples from Wygol's people. For what purpose no one knows, but it is believed that he may have fled to an old mansion. A long journey through Somnus Reef is required to get there, but before you get started, it's advised that you pay Jacob's shop a visit, which has a few new items in it. It's also recommended that you use your newly acquired double jump ability to access a few areas you weren't able to get to before.



## Fun with Backtracking

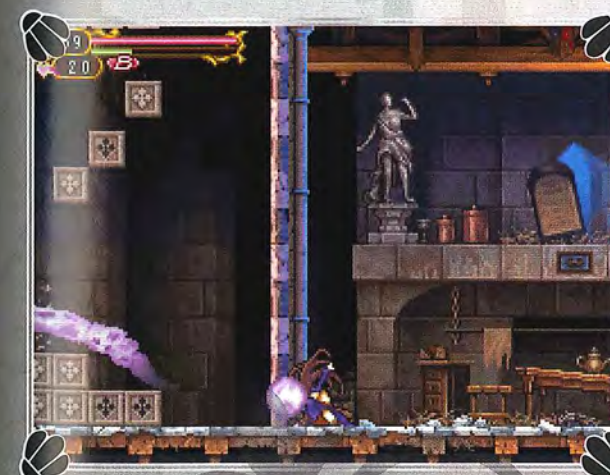
### MISTY FOREST ROAD

Your first goal is to return to the Misty Forest Road from the west entrance. Proceed to the screen with a treasure box, the blue portal, and two Specters floating around (**room #2**). **Rue**, one of the items needed for Abram's second quest, is sitting on the ledge at the top left corner of the zone. Since the double jump ability is still not enough to reach it, stand on top of the hill with the box on it and wait for a Specter to float near you. Double jump just over the ghost, then perform your new dive kick attack (↓ + B after your second jump) to bounce off of its head. Your ability to double jump resets after the bounce, so direct Shanoa towards the west ledge and jump again. It takes a bit of finessing to get it right, but with the right timing, you'll be able to make it up to the ledge with no problems.



### MONASTERY

Before returning to the Monastery, make sure you have plenty of hearts. When ready, go back to the room filled with Ghosts (**room #7**). The red box you couldn't reach before has the **Fool Ring** inside of it. Now move to the southwest doorway to return to the area with the falling cubes. Attacking the blocks normally causes them to regenerate and fall from the roof back into place. You can't see it, but there's a glyph hiding behind those blocks—which you can only obtain when the blocks have been destroyed long enough for the glyph to be absorbed. To solve this problem, equip Umbra and Luminatio and use their glyph union attack to destroy all of the blocks. Immediately start to absorb the **Cubus** glyph that appears.

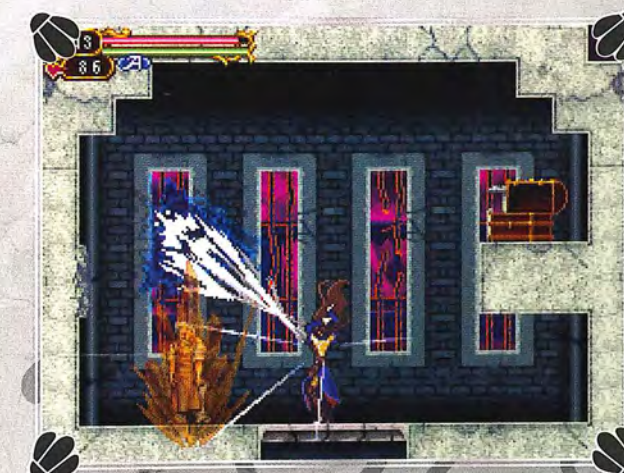
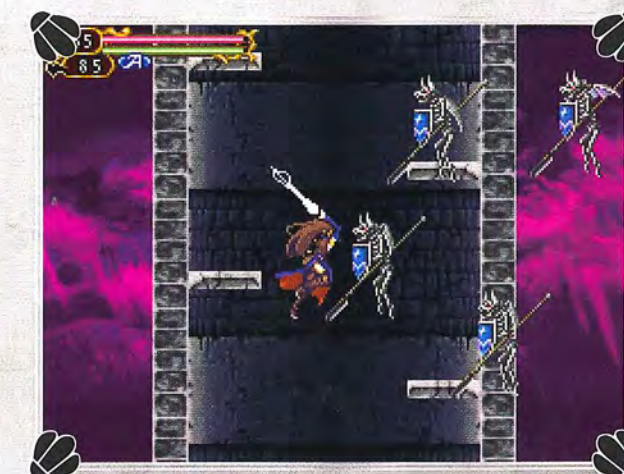


With the glyph gone, there are now a limited number of cubes to destroy (256 of them to be exact). Eliminating every block causes a special blue box to appear, which holds the **Justice Ring** in its belly. Use Umbra, Luminatio, and Grando to destroy the remaining blocks. It's a long process, the stream of falling cubes seems endless at times, but stay diligent and you will be rewarded.



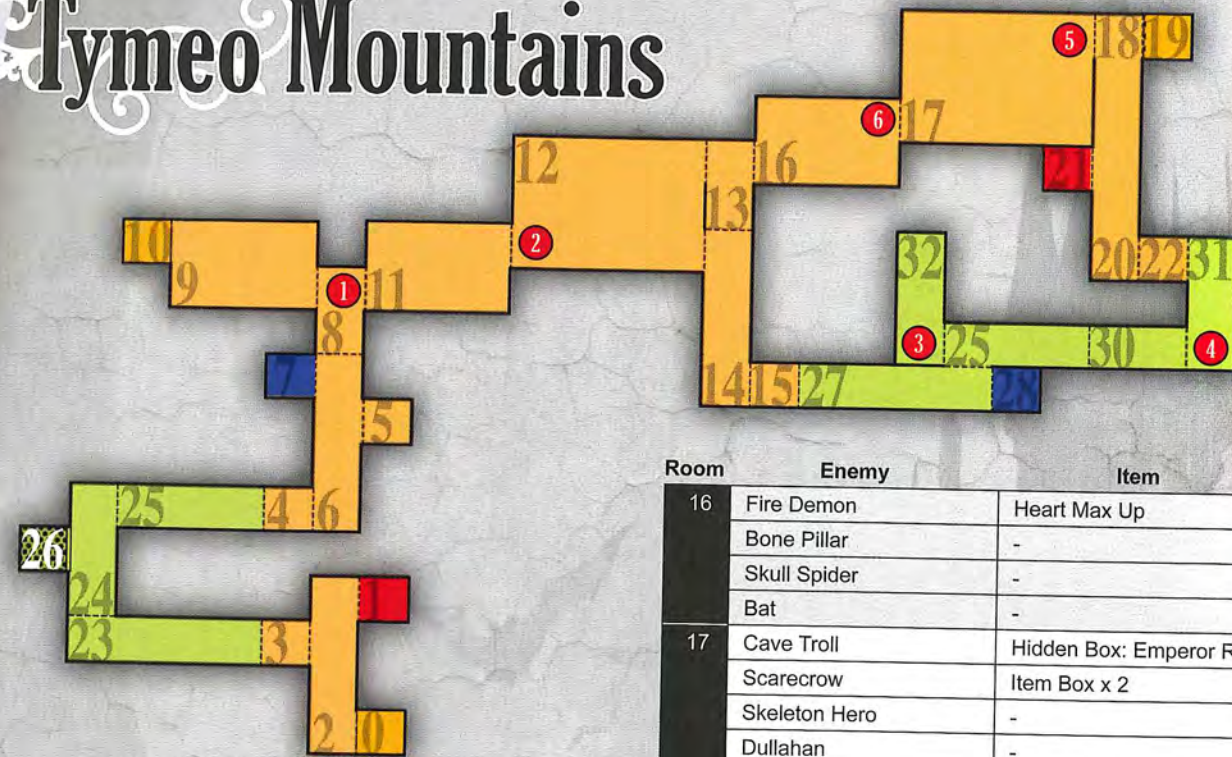
### MINERA PRISON ISLAND

Make your way to the tower you weren't able to climb before (**room #13**). Equip a hammer and swing your way through the Winged Guards. At the top is the **Tower Ring** and **Aeon**, the village chef.





# Tymeo Mountains



Room	Enemy	Item
0	-	Hidden Box: Blue Drops
1	-	-
2	Black Crow	-
	Winged Guard	-
	Hard Mode: Medusa Head	-
3	-	-
4	-	-
5	Event: Laura	-
6	Winged Guard	Item Box
	Rock Knight	-
	Black Crow	-
	Hard Mode: Medusa Head	-
7	-	-
8	Winged Guard	-
9	Skull Spider	Fides Fio
	Black Crow	MP Max Up
	Hard Mode: Cave Troll	-
10	-	-
11	Skull Spider	Item Box
	Hard Mode: Owl	-
12	Black Crow	Crimson Mask
	Scarecrow	Moonwalkers
	-	Devil Ring
13	Rock Knight	-
14	Rock Knight	-
	Yeti	-
15	-	-

Room	Enemy	Item
16	Fire Demon	Heart Max Up
	Bone Pillar	-
	Skull Spider	-
	Bat	-
17	Cave Troll	Hidden Box: Emperor Ring
	Scarecrow	Item Box x 2
	Skeleton Hero	-
	Dullahan	-
	Black Crow	-
	Bat	-
18	Black Crow	-
19	Event: Marcel	-
20	Winged Guard	-
21	-	-
22	-	-
23	Rock Knight	Item Box
	Nightmare	-
24	Skull Spider	Mushroom
25	Hard Mode: Medusa Head	-
26	-	Empress Ring
27	Nightmare	-
	Fire Demon	-
28	-	-
29	Nightmare	-
30	Fire Demon	-
31	Skull Spider	HP Max Up
	-	Item Box
	-	Breakable Wall: Ruby
32	-	Pneuma

Common Box	Rare Box
Lapis Lazuli	Chrysoberyl
Chamomile	Archer Ring
Iron Ore	Silver Ore
Rue	Ruby

## OBJECTIVE CHECKLIST

- Use a double jump to cross the chasm leading to room #11. Enter the doorway when you reach the other side. A spider infested cave appears to your east; follow the path inside for a treasure box. Loop back around to the hillside and follow the path.
- Boulders periodically roll down the hill in room #12. Instead of trying to dodge them directly, use the nearby tree branches to circle over the hill they roll down. You'll have to deal with Crows during the process, but they are much less threatening than the boulder. Bash their feathery heads in with a hammer when they fly at you. When you reach the exit to the hill, go south down the chasm you come to, only deviating from the path to pick up the **Crimson Mask** tucked away in the west cave. When you reach the bottom, travel east into the cave and follow the path until you find a Warp Point. Make sure to get the **Ignis** glyph from the Fire Demon in the other room, you won't regret it.



## Horse Hair



This area has a couple of Nightmares running through it, an enemy that drops the Horse Hair item. This item is required to complete George's first quest. You should probably get it now while you're here.



"This demon is the master of the consuming flames."

Point	EXP	HP	ATK	DEF	MND
2	66	111	36	0	13
ITEM DROP		GLYPH DROP			
Crimson Greaves	4%	Ignis			100%
Crimson Mail	3%	-			-

Similar to Sea Demons, this cretin flies around varying its attacks between a diving kick and a fire spell. The fire spell reveals the Ignis glyph when cast, an incredibly potent 3-way flame attack. Take measures to obtain this glyph before leaving. If you're lucky, you may end up with the "Crimson" equipment he drops as well.

- The **Pneuma** glyph is sitting at the top of this windy vertical cave. To obtain it, use Magnes to cling to the rod sitting next to the glyph. This will keep you from being blown away by the wind. From there, tap **↑** on the directional ever so slightly, then release **R** so that Shanoa is flung towards the edge of the platform (without falling off). When you recover, hold **↑** to start the absorption process. If done correctly, you should obtain the glyph just before being pushed off the edge.



- After picking up the **HP Max Up**, swing your weapon at the wall to your right. A **Ruby** is incased inside. Follow the rocky walls from there to a tall vertical chasm. Climb north until the path splits two directions: east or west. Take the west route.



- March down the steep hill with caution, more birds may dive towards you during the trip. If you're jumping around in trees to increase your map coverage, be especially cautious of the Cave Troll on top of the rotting tree trunk, he hits hard and fast, so it's recommended to avoid fighting him at the moment. Instead, focus on moving to the cave under the hill you are on—following the path that leads to a couple of treasure boxes and a suspicious dead end. Duck down when you reach the blind alley to unveil a blue treasure box with the **Emperor Ring**.



- Proceed west to the next screen over. Dig around in the cave there for a **Heart Max Up**. When finished, backtrack east to the path you skipped earlier. It leads to the exit and the imprisoned **Marcel**.



## Marcel's Quests

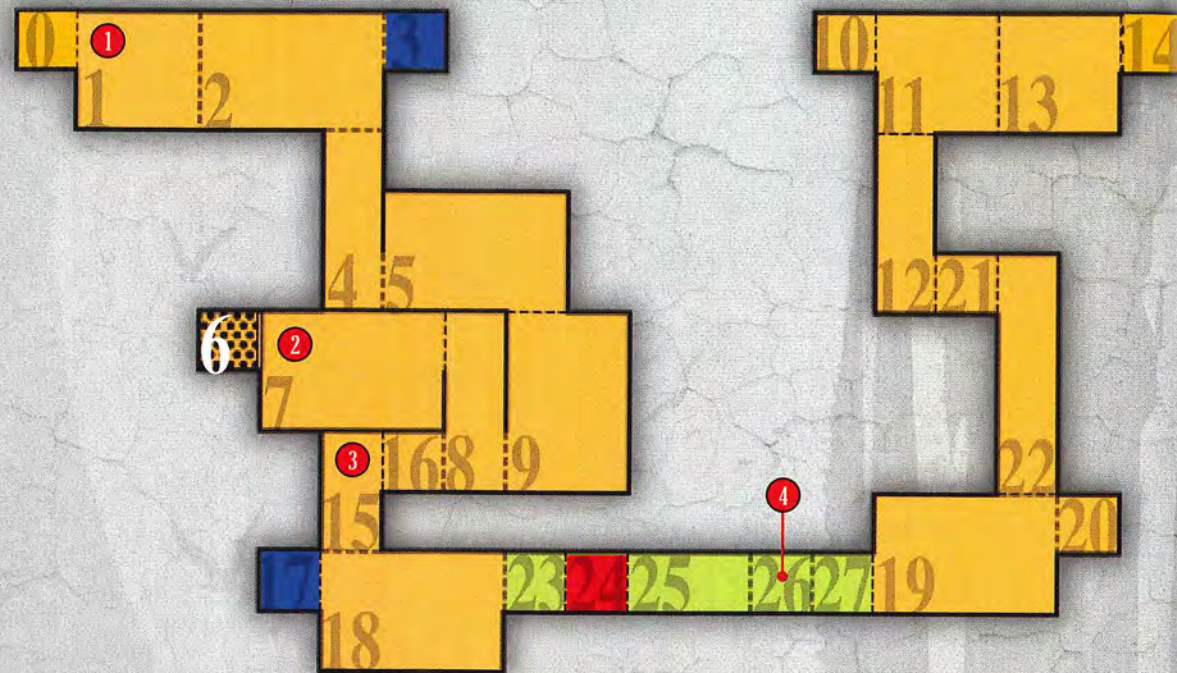


Now that you have rescued Marcel, head back to Wygol and accept his first quest. Your mission is to take a photo of the Cave Troll you ran into earlier. You may want to tackle it now while you have a feel for the Tymeo Mountains.



# Somnus Reef

With much of the extra stuff out of the way, it's time to continue your chase after Albus. Above all else, buy plenty of Anti-Venom before stepping into this zone. Many of the enemies here cause the poison status, an annoying problem that can quickly whittle your chances of survival down to nothing.



Room	Enemy	Item
0	-	-
1	Merman	-
	Decarabia	-
	Hard Mode: Balloon	-
2	Merman	-
	Decarabia	-
	Edimmu	-
	Hard Mode: Balloon	-
3	-	-
4	Sea Demon	Item Box
	Needles	2000G
5	Edimmu	Item Box
	Merman	-
6	Event: Anna	-
7	Decarabia	Reinforced Suit
	-	Item Box x 2
8	Decarabia	-
9	Lorelai	Vol Arcus
	Fishhead	MP Max Up
	-	Item Box
10	Event: Serge	Breakable Wall: Vic Viper
11	Edimmu	-
	Saint Elmo	-

Room	Enemy	Item
12	Decarabia	Item Box
13	Edimmu	Vol Ascias
	Saint Elmo	-
14	-	-
15	Saint Elmo	-
16	Lorelai	-
17	-	-
18	Saint Elmo	Item Box
	-	Heart Max Up
19	Lorelai	Item Box x 2
	Edimmu	-
	Saint Elmo	-
20	-	HP Max Up
21	Edimmu	-
22	Decarabia	Item Box
23	-	-
24	-	-
25	Rusalka	-
26	-	-
27	-	-

Common Box	Rare Box
Silver Ore	Wind Ring
Silver Ore	Tasty Meat
Silk Thread	Sapphire
Chamomile	Chrysoberyl

## OBJECTIVE CHECKLIST

- Take a dip in the water and start swimming east. Open up the Warp Point at the dead end. Walk outside and drop through the south hole. There is a chest to your right just as you enter the cave and a 2000G bag to the southwest. Continue following the path until you come to a room with an MP Max Up and the Vol Arcus glyph.



- The northwest wall in this room is breakable. Attack it three times to open the path to Anna, the youngest of Wygol's Villagers. Head back a couple of rooms and start progressing south.



## 045 LORELAI

"A nymph whose voice and beauty lure victims to a watery grave."

Point	EXP	HP	ATK	DEF	MND
1	59	88	34	0	30
ITEM DROP		GLYPH DROP			
Mermaid Meat		1%	-	-	-

The dreadfully weak Lorelai has little to speak of, focusing most of its energy on lackluster attacks. It does drop an incredibly rare piece of meat though, one that Abram uses for his final quest...

## 112 RUSALKA

"This aquatic demon compels the squalls to obedience."

Point	EXP	HP	ATK	DEF	MND
50	2000	2800	60	0	0

A rapier-based glyph like Vol Confodere is highly recommended for this fight. It inflicts massive damage per hit while also leaving you less vulnerable to the water nymph's powerful attacks. The best approach is to swing at her until her attack is about to start, and then jump behind her to avoid her hair or water strikes. If she drops platforms from the roof instead, move away from their falling position then continue attacking her. If at any point Rusalka yells "maelstrom!", duck under one of the platforms she dropped to avoid the incoming tsunami.

An easy way to safely deal damage to her is to lure out her water spray attack, which she performs when you stand on a pillar for too long. Avoid it by dropping to the ground, then take advantage of her heavy recovery period with a rapid assault.

## 046 EDIMMU

"A snake-like water dweller."

Point	EXP	HP	ATK	DEF	MND
1	57	110	35	0	0

Touching any part of Edimmu's body inflicts you with poison. Knowing this, always keep your distance against the creature, and always try to stay out of a position where you can get cornered. Use slashing weapons to slay the beast when you near its position.

- The haunting apparitions here are called Saint Elmo. No amount of killing ever stops them from spawning, so think of them only as walls that need to be knocked down. A single smack from your weapon is enough to eliminate one. Once you have found the Warp Point, go east a bit for a box containing a Heart Max Up. Keep moving until you find a Save Point and a boss chamber.



## 047 DECARABIA

"A five-legged demon servant."

Point	EXP	HP	ATK	DEF	MND
3	63	96	40	64	0

Like Edimmu, Decarabia poisons on contact. This overgrown starfish travels in an entirely different manner, however, rolling around walls and seafloor instead of swimming. Use the Ignis glyph against the monster for a quick kill.





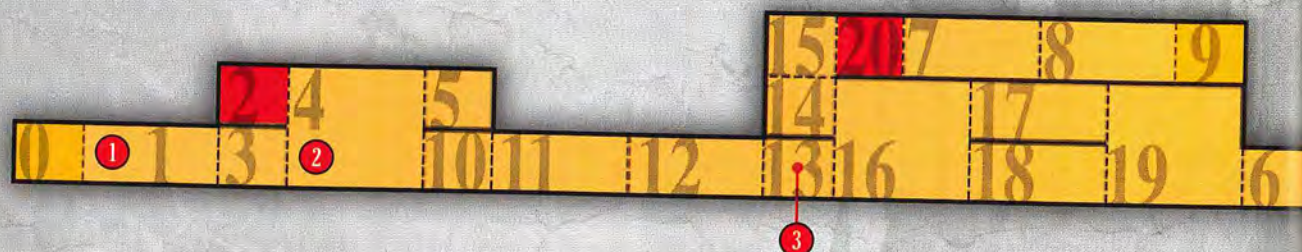
- 4 Exit Rusalka's room and make your way east. Pick up the two treasure boxes along the way, along with the **HP Max Up** stored in the east room. From there, cautiously swim north while burning down any starfish you see along the way. When you eventually reach the surface, enter the west building to find **Serge**, Anna's big brother. When ready, proceed east to find the exit. You'll find the **Vol Ascia** glyph along the way.



The top right corner of Serge's holding room is breakable. Attack it three times to obtain the Vic Viper icon, an item that pays homage to Konami's Gradius series.

## Giant's Dwelling

It can't be stressed enough, buy Uncurse Potions before entering this area. Curse inflicting Ectoplasms roam freely here amongst the many other monsters types, a tag team combination that makes it difficult to avoid damage. Equip two Ignis glyphs to help compensate for the problem. Its wide area of attack and fire damage is very effective against these masses.



Room	Enemy	Item
0	-	-
1	Skeleton Beast	-
2	Ectoplasm	-
3	Ladycat	Breakable Wall: Temperance Ring
4	Ladycat	Caprina
5	AutomatonZX26	-
6	Ectoplasm	-
7	Miss Murder	-
8	Event: Daniella	-
9	-	Vol Secare
10	Goliath	-
11	Event: Albus	Dominus Anger
12	-	-
13	Curse Diva	-
14	Curse Diva	-
15	Zombie	-
16	Ladycat	-

Room	Enemy	Item
12	Zombie	Hidden Box: Black Drops
13	Skeleton Frisky	-
14	Skeleton	-
15	AutomatonZX26	-
16	Ectoplasm	-
17	-	-
18	AutomatonZX26	-
19	Miss Murder	-
20	Ladycat	-
21	Curse Diva	-
22	Ectoplasm	-
23	Skeleton Beast	-
24	Ladycat	-
25	Miss Murder	-
26	Curse Diva	-
27	-	-

## OBJECTIVE CHECKLIST

- 1 The entrance to the mansion is fortified with a Skeleton Beast and a group of Ectoplasms. Fire Ignis shots until you see the skeleton prepare for an attack, then immediately hit the **L** button to back dash away from its kick. Your fire ability's spray-like trajectory should take care of any Ectoplasms that slip near you, but if the party gets too crowded, blast them with a Glyph Union attack. Just as you enter the first room of the mansion, turn around and fire your magic at the tiny ledge above the door. The **Temperance Ring** is hiding there.



- 2 Open the box holding the **Caprina** at the north end of the map. From there, scope out the northwest and northeast corners of the room for a Save Point and the charming villager **Daniela**. Start heading east until you reach a graveyard. The Curse Diva is your biggest concern, so eliminate her as fast as possible. Move on and roast the Zombies and Skeletons that rise from the manholes when she's defeated. When you reach an entrance leading inside (room #12), jump to the roof and crouch. A blue box appears holding a **Black Drop** inside.



## 049 LADYCAT

Point	EXP	HP	ATK	DEF	MND
1	63	98	36	0	10
ITEM DROP		GLYPH DROP			
Croque Monsieur	5%	-	-	-	-
Heart Repair	2%	-	-	-	-

This vicious feline attacks with a lunging claw scratch. Jump behind her when she approaches to avoid it. Attack her back while she's recovering from her failed assault. Close range attacks trigger a flurry of scratches, so stay just out of this monster's range when you stage your offense.

## 051 CURSE DIVA

Point	EXP	HP	ATK	DEF	MND
1	56	44	38	0	0
ITEM DROP		GLYPH DROP			
Choco Souffle	5%	-	-	-	-

This powerful enemy has the ability to engulf the majority of the screen with blue flames. It's very difficult to evade the attack, so instead of waiting for it to happen, it's advised that you destroy the Curse Diva before she has a chance to do it. Luckily, this isn't a difficult task if you are using the Ignis glyph.

- 3 Travel east after leaving the graveyard. Continue this direction until you find a statue with the **Vol Secare** glyph. Equip two of them immediately to create one set. This glyph is extremely effective against Lady Cats and Miss Murder (continue using Ignis against Ectoplasms and Curse Diva). Backtrack to the next room over and jump up to the platform. Plow your way through the remaining adversaries and follow the hallway west to the boss chamber.



## 052 MISS MURDER

Point	EXP	HP	ATK	DEF	MND
1	66	66	40	0	0
ITEM DROP		GLYPH DROP			
-	-	-	Vol Falcis	-	12%

The persistent Miss Murder teleports around the map looking for heads to cut off. This obsession with head chopping, however, leaves her predictable, since a quick crouch avoids the dame's only means of attack. Duck under her scissors and strike with your weapon of choice. Be careful not to duck too early or she'll follow your movement and attack from a position that you can't crouch under. Defeat her repeatedly to acquire the **Vol Falcis** glyph, an absurdly powerful sickle weapon that will serve you well against this area's boss.



113

"The only thing more massive than he is the weight of his blasphemies."



Point	EXP	HP	ATK	DEF	MND
60	2500	4200	85	0	0

Both the Vol Falcis and Vol Secare are strong against this beast. You may opt to use Ignis against him because of its longer attack range which allows you to keep your distance from his powerful attacks.

The trick to fighting Goliath is understanding his attack options. A blistering punch is coming if he starts to rotate his arm, one that causes harmful spikes to splinter from the floor. During the wind up, hit him a few times before dashing backwards to a safe distance. His second attack, a forward leap that ends with a ground stomp and a hefty dose of blue flames, is avoided by walking under him as he jumps into the air. If he punches the roof, avoid the falling planks with back dashes and normal movement.

Take caution if he curls over and covers his head in fear, moving too close causes him to strike with a surprise grab attack. Use Ignis, or another ranged glyph, to safely attack him while he's in this state. He'll shift into a leaping body splash if you simply wait it out, enabling you to walk under him and attack his recovery period.

The most perplexing of his attack options is his stomping attack, which is seemingly difficult to avoid at first glance. The trick to escaping it is to crouch directly in front him, which causes the brute to accidentally step over you with his other leg. Stage an attack towards his backside — once he passes. Absolutely, never start backing up when he starts his stomping sequence, getting cornered results in Goliath unleashing a devastating flurry of unavoidable punches.



## ANOTHER PIECE OF DOMINUS

Once your battle with Goliath has concluded, Albus awaits you in the next room. Yet gain, Albus freely gives up another piece of Dominus, a perplexing offering that leaves Shanoa with questions for Barlowe. As before, stray away from using the **Dominus Anger** glyph. It feeds off of the life of its user, a price far too high regardless of its tremendous power.



### Speak to Daniela



The woman you rescued has a few easy quests waiting for you back in Wygol. The first simply requires that you use the Sketchbook item at the top of the Lighthouse. The second is done in Tristis Pass, the stage you'll be heading to soon.



## Ecclesia

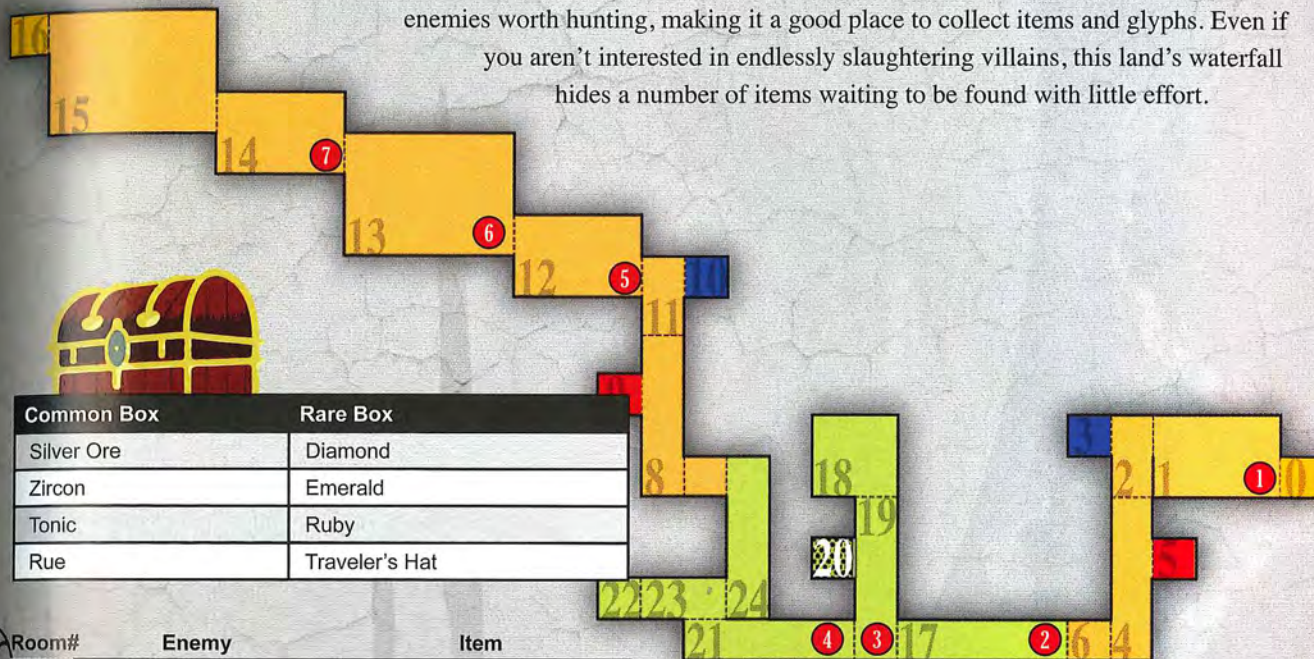
Return to your home, Ecclesia, and speak to Barlowe. Hiding nothing, he reveals the origins of Dominus and the truth behind the order's reasons for hiding it. When the conversation is finished, leave Ecclesia and head out to Tristis Pass.



## Tristis Pass

Irina, the final villager you are looking for, is hidden in this dungeon. Rescuing her now will take you on the path to the true ending. However, if you have any interest in seeing the "fake" ending, don't absorb her glyph and instead proceed to the Mystery Manor without saving her. After you have checked out the "fake" events, you can reload your game, save her, and continue on towards the true ending.

Aside from that, Tristis Pass is home to the Owl, Thunder Demon, and a number of other enemies worth hunting, making it a good place to collect items and glyphs. Even if you aren't interested in endlessly slaughtering villains, this land's waterfall hides a number of items waiting to be found with little effort.



Common Box	Rare Box
Silver Ore	Diamond
Zircon	Emerald
Tonic	Ruby
Rue	Traveler's Hat

Room#	Enemy	Item
0	-	-
1	Balloon	Item Box
2	Arachne	-
3	Balloon	-
4	Lizardman	-
5	Balloon	-
6	-	-
7	-	-
8	Lizardman	Item Box
9	White Dragon	-
10	Altair	-
11	Arachne	-
12	Altair	-
13	Balloon	Item Box x 2
14	Lizardman	-
15	Arachne	-
16	Owl	-
17	Thunder Demon	Vol Hasta
18	Owl	Chariot Ring
19	-	Item Box x 2
20	-	Kitty (Tom)

Room#	Enemy	Item
14	Owl	Item Box x 2
15	Thunder Demon	-
16	Arachne	-
17	Owl	Inire Pecunia
18	Lizardman	Body Suit
19	-	MP Max Up
20	-	Item Box
21	-	Amanita
22	Event: Irina	-
23	Bat	-
24	Hard Mode: Medusa Head	-
25	White Dragon	HP Max Up
26	Armored Beast	-
27	Ectoplasm	Breakable Wall: Onyx



## OBJECTIVE CHECKLIST

- 1 Search through the cave housing the Arachne. When you have opened the box at the end of it, move out of the cave and start trekking up the west hill. Jump across the chasm that you come to and open up the Warp Point. Start moving south through the gorge and record your data when you find the Save Point to prepare for the difficult fight ahead.



- 2 The Giant Skeletons here fight in the same way as the boss version. There aren't any Magnes points to run to, so concentrate on beating it before it corners you. Once it is done for, walk east until you come to a treasure box. It's not actually not treasure at all, but instead a Mimic posing as one. This creature is quite powerful, so only open the box if you're up for a risky fight. Jump over it when it charges you and attack its back with a ranged glyph, then repeat the process once it turns around.



### 056 ARACHNE

Point	EXP	HP	ATK	DEF	MND
1	77	104	40	0	0
ITEM DROP		GLYPH DROP			
Silk Thread		12%	—	—	—

Vicious and very hungry, the Arachne spits poison at its prey. The poison is shot directly at the position you're currently in, so simply move away from that place to dodge it. Defeating this enemy occasionally earns Silk Thread, an item needed for Monica's second quest. Remember this when you find an Arachne spawning point.

- 3 As you reach the frozen waterfall, use the Sketchbook item obtained from Daniela to draw it. From there, jump up the east platforms to the next screen. Leap over to the slanted ice and use the Magnes glyph to attach to the nearby rod. Hold  $\Delta$  to drag Shanoa that direction, then release  $\Delta$  to fling her just under the glyph. Start the absorption process when you recover to obtain the Vol Grando glyph. With no glyph to keep it frozen, the water melts and begins to move again.



### 057 LIZARDMAN

Point	EXP	HP	ATK	DEF	MND
2	119	180	43	15	15
ITEM DROP		GLYPH DROP			
Copper Plate		4%	Vol Scutum	%8	

Lizardman, despite his description, rarely defends for longer than a few seconds. Most of his energy is focused on attacking his enemy with a sword slash. He can attack from any distance, so be on your guard when on a horizontal plain against him. Lizardman drops the Vol Scutum glyph, a shield that can nullify almost any kind of projectile.

### 060 THUNDER DEMON

Point	EXP	HP	ATK	DEF	MND
3	133	144	40	0	13
ITEM DROP		GLYPH DROP			
—		—	Fulgur	100%	

Like all demons, the Thunder Demon uses a dive kick or spell to stage an offense. Their thunder spell summons the Fulgur glyph, which should be absorbed immediately. Don't leave this area without it.

## Hidden Items Galore



To obtain the items on the left side of the waterfall, move to the screen just above it, then let the stream take you down to the waterfall. Hold left on the directional pad just as you start to fall. When you enter the next screen down, double jump left to leap over to the first red box, there's a Heart Max Up inside. Step over the right ledge to drop off of it, then hold left again to guide Shanoa towards the next ledge. Attack the west wall three times to open a secret room with Irina inside, the final missing villager. Drop down two more ledges for an Amanita and a random treasure box. Finally drop to the bottom of the waterfall and stand directly in the middle of it. Press  $\downarrow$  to reveal a blue box holding the Lovers Ring.



- 4 To safely bypass both the spikes and the bats flying around, latch on to a rod with Magnes then hold  $\Delta$ . Let the bat fly overhead, then release the  $\Delta$  button to fling Shanoa forward. Activate Magnes when you approach another rod then repeat. As you arrive in the room guarded by the Armored Beast, head through the left doorway and grab the HP Max Up. Start working your way east, moving up the vertical segment of the cave when you come to it. There's a breakable wall here sitting to the right of the second torch in the room. Smash it open to find an Onyx.





5 Take a look around in another Arachne cave for a couple of treasure boxes. Loop back around then start moving up the hill. The attacking Owls randomly drop the **Fidelis Notcua** glyph, which is needed for one of Serge's quests. It might be worth your while to slay Owls until one drops, but the drop rate is low.



6 Break the statue holding the **Vol Hasta** glyph. Drop down into the pit to your right for two treasure boxes and the **Chariot Ring**. The next screen over has yet another treasure-filled Arachne cave inside a hill. Scope out the cave then loop around to the top of the hill to travel west.



7 Clear out the cave guarded by Lizardmen, inside is the **Inire Pecunia** glyph, a treasure box, and an **MP Max Up**. When the cave is cleared, walk outside and use the tree branches to jump to the northeast corner of the screen. There is a **Body Suit** within a red box at the top.



## Return to Wygol



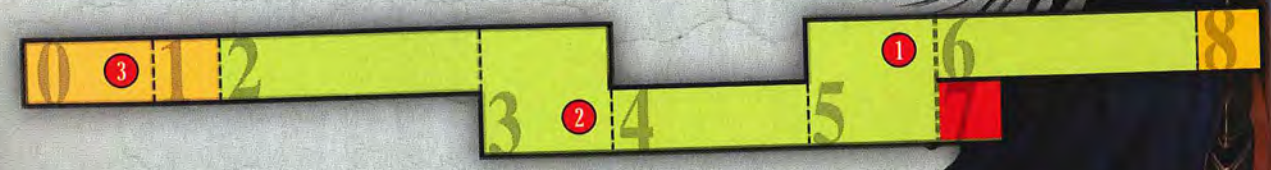
With Irina safely back home, she and her children, Serge and Anna, now have quests for you. Serge's first quest can be completed right now (find him in the northeast barrel), while Anna's requires that you return to Tristis Pass (Tom is found in a tree there). Irina wants you to commit genocide on the area's crow population, an easy task performed in



Tymeo Mountains. Spend the time to take care of many of these quests now; the items you get for them are worth it.

# Oblivion Ridge

The incredibly brief Oblivion Ridge is mainly just the stomping grounds for its sand-dwelling boss Gravedorcus. This doesn't mean that there is nothing else to do here, it does have a few valuable items.



Room#	Enemy	Item
0	-	Breakable Wall: Hermit Ring
1	Event: Albus	-
2	Lizardman	-
	Werewolf	-
	Armored Beast	-
3	Werewolf	Breakable Wall: Diamond
	Lizardman	Chamomile
	Stone Rose	-
4	Gravedorcus	-
5	Altair	Sapiens Fio
	Flea Man	-
6	Werewolf	-
	Altair	-
	Flea Man	-
	Skeleton Beast	-
	Lizardman	-
7	-	-
8	-	-

## OBJECTIVE CHECKLIST

1 The **Sapiens Fio** glyph can be reached by performing a dive kick off the head of an Altair, and then double jumping towards the ledge. This glyph raises Shanoa's INT level, which ultimately increases the damage output of your elemental spells. It is recommended that you use it whenever you have an elemental attack equip.



068

STONE ROSE

Point	EXP	HP	ATK	DEF	MND
2	150	260	48	0	0

The overgrown Stone Rose spits out the boney remains of its victims as an attack. When its HP drops below half, its pedals open to release hundreds of deadly spores. Unfortunately for it, both of these projectiles can be nullified with a single slash, giving this weed few ways of stopping you from killing it.

114

GRAVEDORCUS

Point	EXP	HP	ATK	DEF	MND
70	3000	3600	70	10	0

Your first action is to equip the Vol Macir or Vol Grandio glyphs, both of which Gravedorcus is weak against. The Vol Macir hammer is the better choice, since it expends less MP, has a faster attack speed, and has fewer combo limitations. If you have it, equip the Blow Ring to improve its strike-based attack power even further.

Gravedorcus is a sand-swimming fish that tracks its prey through vibrations in the ground. Knowing this, stay on top of the pillars that it pushes out of the sand. This position effectively lures out its weakest attacks, which are easier to dodge and counter. Closely watch the sand and look for dust clouds to appear from either your left or right side. The second you see one, drop off of the pillar towards the side of the disturbance. If it performs its leap attack, turn around and hit it as it flies over you. If instead its head pops out of the sand, move into attack range and start swinging at its mouth—if it spits purple balls, continue attacking it. If, however, it spits green gas, immediately shift into a backwards dash then return to the top of your pillar. Destroy any excess poison balls it leaves on the ground to ensure they don't get in your way later.

When it has exhausted its other attack options, Gravedorcus rips through the ground and attacks the pillar under your feet, eventually moving to its side and shattering it with its monstrous tail. Both the initial attack and the fragments from the pillar must be avoided, which is done by jumping towards the opposite direction that the monster kicks the pillar. If you happen react incorrectly and jump in front of the pillar, double jump over the monster to its backside.

When every pillar is destroyed, Gravedorcus appears at one end of the field and rapidly starts swimming towards the opposite side, jumping out of the sand and running into a wall once it gets close to a corner. To avoid the attack, run away from him until you reach the edge of the field. Stand under him when he leaps towards the wall, then walk out of the corner before he falls on top of you. The monster's recovery period after the attack is massive, so take advantage of the daze it creates.





- 2 There's still some area to cover after Gravedorcus falls. The zone with the Stone Rose has both **Chamomile** and a **Diamond** in it. The Chamomile is obtained by dive kicking off of the plant's head and double jumping to the east ledge. The Diamond is hidden in the west wall, just under the giant ledge. Attack the rock there three times to make it appear.

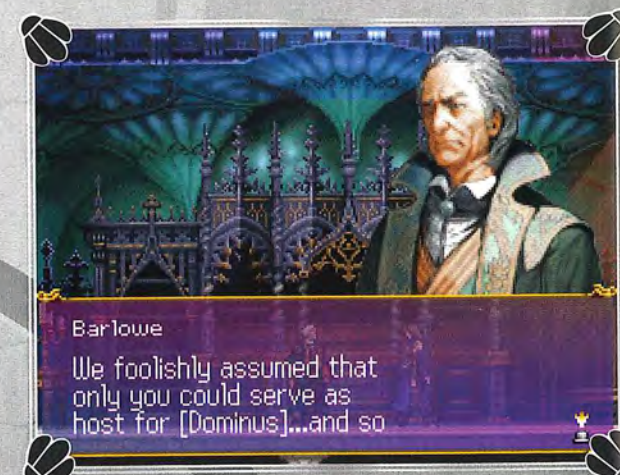


- 3 Upon entering the church, Albus reveals yet another inkling of his plan, absorbing the final segment of Dominus right before your very eyes. However, something goes very wrong, causing Albus to retreat. When the scene finishes, attack the west wall three times to break it. The **Hermit Ring** is inside.



## Ecclesia

Return to Ecclesia again to speak to Barlowe once more. Surprised by the genius of Albus' plan, Barlowe warns that he'll be looking for the other Dominus glyphs in your possession.



## Argila Swamp

Entirely linear from start to finish, the trudge through Argila Swamp is made difficult by its powerful inhabitants and sticky waters. Stay out of the water, which slows your movement, with constant jumps. When possible, attack from dry land with projectiles so that you don't lose your precious mobility.



Room#	Enemy	Item
0	-	-
1	Owl Knight	-
	Mandragora	-
	Chosen Une	-
	Jersey Devil	-
	Stone Rose	-
2	Jersey Devil	-
	Chosen Une	-
	Mandragora	-
3	-	-
4	Chosen Une	Item Box
	Stone Rose	-
	Owl Knight	-

Common Box	Rare Box
Silver Ore	Diamond
Zircon	Emerald
Tonic	Ruby
Rue	Traveler's Hat

### OBJECTIVE CHECKLIST

- 1 The Jersey Devil greets you with a roar as you enter the stage. This is a great time to complete Marcel's second quest, which requires that you take a photo of the flying horse. Jump directly next to creature and use the Camera item in your inventory.



**064 MANDRAGORA** "Those who hear its scream know madness."

Point	EXP	HP	ATK	DEF	MND
1	58	100	47	0	0

ITEM DROP	GLYPH DROP
Mandrake Root	4%

A living root, the Mandragora sleeps in the ground and listens for an enemy to approach, causing it to burst from the earth and detonate with a death cry. Since the creature's attack causes its own demise, it is vital that you destroy it the second it leaps from the ground. Slash glyphs like the Vol Falcis are strong enough to get the job done.

- 2 The waters here have three Mandragoras lined up, the perfect place to hunt for their root (a necessary item for Abram's third quest).



**067 CHOSEN UNE** "A victim of the parasitic une that leaves une in his steps."

Point	EXP	HP	ATK	DEF	MND
1	113	190	45	0	0

The Chosen Une slowly treads towards its target, planting Une in the ground behind it. Though this doesn't immediately pose a problem, progressing forward after defeating the Chosen Une may be dangerous if you aren't watching the swamp waters closely. Stay sharp and always keep your eye on the ground.



# Mystery Manor

Albus, the apparent traitor of the order, waits for you at the end of this stage. The final outcome of the match is determined by whether or not you've rescued all of Wygol's inhabitants. If you are missing a single villager, the "fake" ending is obtained, ending the game prematurely before you are able to venture into Dracula's Castle. But, if all of them have been saved, the game continues onward.



Room#	Enemy	Item
0	-	Vol Umbra
-	-	Destroyed Spikes: Fortune Ring
1	White Fomor	-
2	Flea Man	Breakable Wall: Schnitzel
-	-	2000G
3	Evil Force	Kitty (Ink)
-	White Fomor	-
-	Mad Butcher	-
4	White Fomor	-
-	Evil Force	-
5	-	-
6	Mad Butcher	-
-	Mimic	-
7	Flea Man	2000G
8	White Fomor	Gold Ore
-	Evil Force	-
-	Flea Man	-
9	Albus	-
10	Flea Man	-
11	Mad Butcher	-
-	White Fomor	-
12	-	-

Common Box	Rare Box
Silver Ore	Diamond
Zircon	Emerald
Tonic	Ruby
Rue	Traveler's Hat

## OBJECTIVE CHECKLIST

- 1 As you enter the manor's courtyard, obtain the **Vol Luminatio** glyph from the White Fomor. Once acquired, proceed into the west building. Ignore the treasure box on the floor, it's a Mimic. Make a stop in the northeast room for a 2000G bag.



## 070 WHITE FOMOR

Point	EXP	HP	ATK	DEF	MND
1	99	144	40	0	0
ITEM DROP		GLYPH DROP			
Cashmere Thread	3%	Vol Luminatio	100%		

Essentially a moving target, the White Fomor does very little other than floating around and occasionally teleporting away. Its one attack is easily absorbed, which in turn also gives you the **Vol Luminatio** glyph. It also drops Cashmere Thread, a valuable quest item.

- 2 Ink the cat is meowing at the topmost platform in the room. Double jump to his location and rescue him. Proceed to the northwest room (room #2) to grab another 2000G bag. In the same room, the top corner of the window is breakable. Hit it a few times to unveil **Schnitzel**, the popular Austrian dish.



## 069 MAD BUTCHER

Point	EXP	HP	ATK	DEF	MND
1	113	210	50	0	0
<p>Mad Butchers are powerful and very fast, but they leave themselves extremely vulnerable when they are revving up their chainsaw. Slip in during this period and destroy them to avoid dealing with their savagery.</p>					

- 3 Exit the room that has the Schnitzel and step into the southeast door of the next room over. Follow the hallway to its end to find a box full of **Gold Ore**. When ready, backtrack to the previous room and make your way into the hole in the southwest corner. To your right are the boss chamber and a Save Point. To the left is a darkened room hiding the **Vol Umbra** glyph. Move into the left room.



The Return to Wygol



## Dark Room Puzzle

The darkened room is home to the **Vol Umbra** glyph. Walls and platforms cannot be seen in here, only the razor-sharp spikes bouncing off the walls. Your objective is to feel your way around without getting hit by these spikes. Making it to the end gives you access to Vol Umbra, which will bring light to the room once absorbed. The following step-by-step walkthrough includes screen shots of both the dark and lit versions of the room. If you're having trouble figuring out what the room layout is like, use these images as reference.

- Slide forward cautiously, ensuring that you don't run into any spikes moving towards the floor. When you hit a hidden wall, stop.



- When the spike above the wall is moving to the far left, and when the east spike is moving to your far right, jump forward over the invisible wall.



- Slide forward again when the spikes in front of you start moving upwards. You will eventually hit another wall.



- There is a sweet spot here within the spike movement pattern that *can* be jumped through, it's just difficult to catch. Wait for the spike moving vertically to hit the top of the roof, and for both horizontal spikes to move to your right.



- Slide forward under the moving spikes again.



- When all three spikes start moving upward, jump and run across the boxes. When you drop to the floor, take a few steps forward to avoid the final spike as it starts dropping down. Crouch and start sliding again until you hit another barrier.



- Your goal here is to jump up and stand between the two spikes moving vertically. The best time to make the jump is when the right vertical spike hits the roof just as the horizontal spike almost passes over your head.



- When the vertical spikes start moving downward, and the horizontal spikes pass to your right, double jump forward. There's a sweet spot just at the other side of the wall that's safe.



- Begin absorbing the glyph.



## Spike Smashing

The **Arma Machina** glyph, a skill found off of Automation ZX27 (located in **Dracula's Castle: Mechanical Tower**), turns Shanoa into a walking robot. This robot has the ability to smash the spikes found in this room. If every spike is destroyed, the **Fortune Ring** appears in a blue box. Remember to come back to this area when you've obtained the necessary glyph.



115  
ALBUS

"Expert in the use of firearms. His gun is called 'Agartha'."

Point	EXP	HP	ATK	DEF	MND
0	0	4000	80	0	0
ITEM DROP		GLYPH DROP			
		Acerbatus		100%	

The special **Acerbatus** ability is a glyph only obtainable during this fight. The glyph makes its appearance when Albus raises his hand to fire a giant firebolt. Since it flashes for only a moment, immediately start absorbing just after he raises his hand to fire.

Once you've obtained **Acerbatus**, turn to defeating your possessed ally. He has many gun-based attacks at his disposal, but all of them are weak against one strategy: walk towards him to trigger one of his gun attacks, then jump over him and start attacking his backside. Never stand directly next to him while attacking to avoid his deadly flame attack. You can use a weapon like the **Vol Hasta** or **Vol Falcis** to attack him from a safe distance.

If Albus yells "dodge this!", pay close attention to the trajectory of the bullets he fires and stand between them. Getting hit by this attack freezes you momentarily, leaving you vulnerable to his other attacks. This is the only attack that requires you to deviate from your game plan, so keep an eye out for it.

After his defeat, the final piece of **Dominus** is dropped by Albus. Depending on whether or not you've rescued all of the villagers, absorbing the glyph may or may not end the game prematurely. If you're after the true ending, return to **Ecclesia** and speak to **Barlowe** after you've acquired the glyph.



## Ecclesia

116  
BARLOWE

"A pitiable madman, his body is now Dracula's vessel."

Point	EXP	HP	ATK	DEF	MND
0	0	4000	75	0	9
ITEM DROP		GLYPH DROP			
		Globus		100%	



Above all else, obtain **Barlowe's Globus** glyph. It appears just before he fires two pink bolts (initiated when he holds his hands out). Start your absorbing stance the second he holds his hands out. If you fail to absorb the glyph, run towards the nearest wall the bounce off of and jump between the pink bolts as they fly towards you. Jump again during their second pass.

With the glyph in your hands, equip the **Vol Hastus** and start slashing him with jump attacks. When he starts to take an aggressive stance, stop attacking and watch his actions. The first thing to avoid is his **glacius** attack, a spell that causes the ground to freeze. Touching the ground when it's frozen incases you in ice, leaving you open to a follow-up lightning attack. You'll know it is coming when **Barlowe** drops a book on the ground; jump straight up to avoid the incoming attack. His second attack is a fire-based technique that tracks your location. Let each fireball start moving towards you, then walk a short step any direction to dodge one. Repeat the process for the remainder of the fireballs in the stream. If the flames ever push you to a corner, jump over one of the bolts, and then start running the opposite direction. His third elemental attack is lightning-based. Once he's engulfed in the electric cage, immediately crouch to avoid the first charge, then double jump upwards to dodge the second. Perform an immediate dive kick (↓+B) after clearing the second charge to quickly avoid his third and final pass.

If you're having trouble fending off **Barlowe's** attacks, use the **MND** raising **Fides Fio** to help lower the damage dealt to you. Other items that raise **MND** include the **Priestess Ring** and **Sequined Dress**.

**Barlowe** starts using a special attack once his life reaches a critical state. After yelling "Die Shanoa!", your villainous teacher teleports to your location and performs several dashing punches. To avoid it, wait for him to appear at your side, then jump straight up to avoid the incoming punch. Repeat this action five additional times to avoid every strike.



# Dracula's Castle

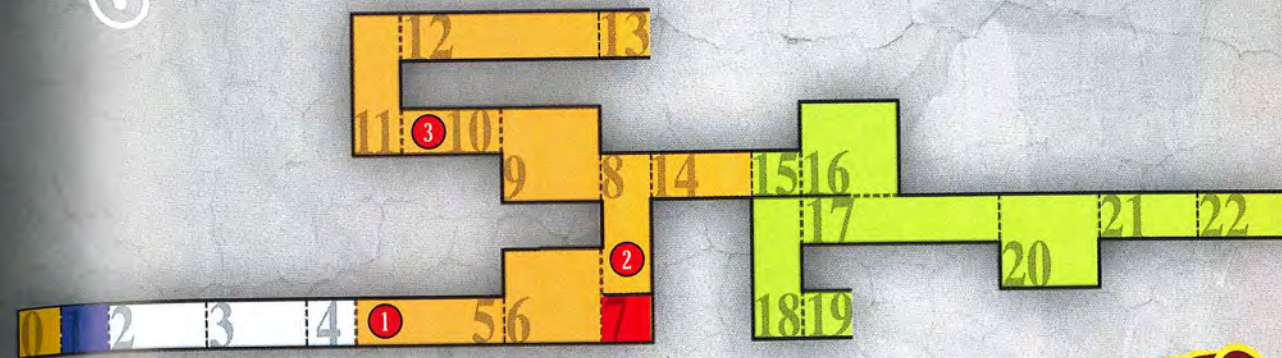
Just as it did in ages past, the demon fortress Castlevania has once again arisen to cast a shadow over humanity. Shanoa, losing everything important to her through the Dominus ritual, now has only a single purpose: to eradicate the lord of darkness, Count Dracula.

Dracula's castle is more than just another 10 minute dungeon to trek through, it's a giant fortified fortress filled to the brim with unforeseen dangers. It is recommended that you complete unfinished quests, restock your potions, and buy new equipment before marching into its depths. For example, you may want to pick up **Onyx Pins** at Jacob's shop, which is available after completing Laura's third quest. It increases your resistance to dark damage, a valuable asset against a specific boss. Also, pick up a **Silver Plate**, **Silver Leggings**, and a **Diamond Ring**. The Diamond Ring is not a necessity, but does help improve the holy power of a glyph that you will obtain later.

Your overall objective is to gain access to Dracula's chamber, which can only be done after the three glyphs of Cerberus are collected: **Dextro Custos**, **Sinestro Custos**, and **Arma Custos**. They are found after defeating some of Dracula's strongest guardians. Once they are in your possession, you can move on to the epic battle against the Count.



## Castle Entrance: Nightmare Gate



Room	Enemy	Item
0	-	-
1	-	-
2	-	-
3	-	-
4	-	-
5	Peeping Eye	-
	Blood Skeleton	-
	Ghoul	-
6	Black Panther	Heart Max Up
	Peeping Eye	-
	Flea Man	-
7	-	-
8	Blood Skeleton	Breakable Wall: Tasty Meat
9	Black Panther	Item Box
	Peeping Eye	Hidden Box: White Drops
10	Ghoul	-
	Black Panther	-
11	Black Panther	-
	Peeping Eye	-
12	Ghoul	-
	Peeping Eye	-
	Blood Skeleton	-
13	-	-
14	-	HP Max Up
15	-	-
16	Peeping Eye	Item Box
	Black Panther	-
17	Mimic	-
	Ghoul	-
	Black Panther	-
	Peeping Eye	-
18	Peeping Eye	-
19	-	-
20	Blood Skeleton	Valkyrie Greaves
	Black Panther	-
	Peeping Eye	-
21	Gargoyle	Item Box
22	Ghoul	-
	-	-

Common Box	Rare Box
Ruby	Onyx
Sapphire	Miser Ring
Emerald	Gold Ore
Silver Ore	Thief Ring

### OBJECTIVE CHECKLIST

- As you first enter the castle, a Peeping Eye sleepily starts moving towards you. Slash at it to give yourself breathing room; a single hit pushes it to a safe distance. This allows you to gain ground before it charges toward you again. Other dangers to be weary of include the Gargoyle statues in the hall. Predictably, some of them happen to be actual Gargoyles, who take to the sky as you near their position. Take swings at the statues you approach to minimize the risk of a surprise attack.



075

GARGOYLE

"A demon turned to stone. Attacks in groups."

Point	EXP	HP	ATK	DEF	MND
2	111	130	62	15	0

Gargoyles pose as a commonly seen statue within Dracula's castle. He's only hard to beat if you let him become airborne, where his attacks are most effective. Eliminate him just as he leaves his statue form to avoid his troublesome attacks.



077

"A black, female panther."

## BLACK PANTHER

Point	EXP	HP	ATK	DEF	MND
3	152	168	63	0	0
ITEM DROP		GLYPH DROP			
-		Arma Felix 3%			

After an unnerving hiss, the Black Panther likes to attack with a dashing cat scratch. You can dodge this attack by jumping just as she charges you, which leaves her backside open to retaliation. Once you start attacking her, she always goes for a rapid slashing technique, which has a relatively short attack range. Always strike from as far away as possible to avoid taking damage from her counter attack. The Black Panther occasionally drops the rare **Arma Felix** glyph, a powerful spell that morphs Shanoa into cat.

2

The right edge of the third floor of this room is breakable. **Tasty Meat** comes falling out of it when attacked, an important item for Aeon's third quest.

Approach the top of the room and ignore the path going east. Instead, take the west doorway to the next room over. Jump up to the lonely ledge in the northeast corner of the room and crouch. A hidden box appears containing **White Drops**.



3

Regardless of the numbers killed, Ghouls never stop rising from the ground. Even if they are easy to defeat, other enemies like the Peeping Eye often act as a distraction that might leave you open to Ghoul attacks. Ghouls also inflict poison damage, which can quickly cause a downward spiral of HP loss. Move slowly through this area to ensure that the Ghouls don't get the jump on you, and attack Peeping Eyes by jumping vertically; leaping towards them may make you more prone to landing on a Ghoul.



076

"The blood they absorb regenerates all wounds."

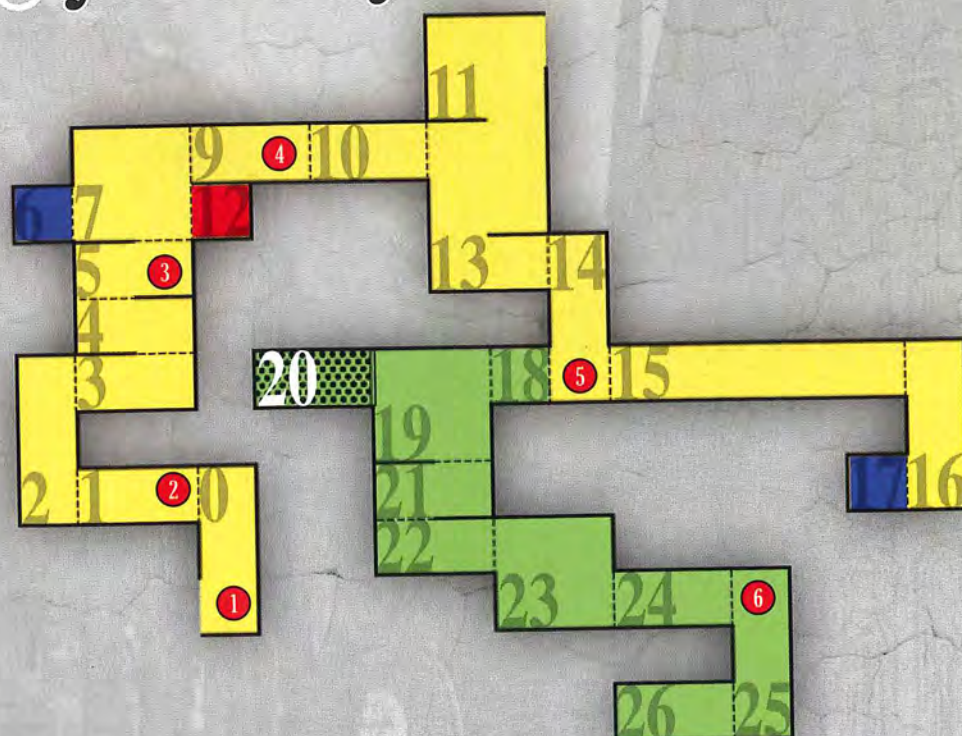
## BLOOD SKELETON

Point	EXP	HP	ATK	DEF	MND
0	0	99	60	0	0

The very definition of everlasting, Blood Skeletons cannot be permanently destroyed. Inflicting fatal damage causes their bones to collapse for a short period of time, which eventually reform back into the skeleton's original shape. Because of this, ignore trying to kill these monsters and simply use their recovery period to move past them.



## Library: Bloody Tomes



Room#	Enemy	Item
0	Peeping Eye	-
1	Ghoul	-
	Black Panther	-
2	Draculina	HP Max Up
	Peeping Eye	-
3	Black Panther	-
4	Draculina	-
5	Tin Man	-
6	-	-
7	Draculina	MP Max Up
	Black Panther	-
	White Fomor	-
8	-	-
9	Wallman	-
10	Draculina	-
	Tin Man	-
11	Devil	-
	Great Knight	-
12	Black Panther	-
	Blood Skeleton	-
13	Peeping Eye	-
	Black Panther	-
14	Peeping Eye	-
	Draculina	-
15	Tin Man	-
	Draculina	-
	White Fomor	-
16	Draculina	-
	Peeping Eye	-
17	-	-
18	-	-
19	Mad Butcher	-
	Draculina	-
20	-	Refectio
	-	Hanged Man Ring
21	Tin Man	-
22	Draculina	-
23	Mad Butcher	-
24	Tin Man	-
25	Mad Butcher	Breakable Wall: Cream Puff
26	-	Dextro Custos

## OBJECTIVE CHECKLIST

1

A lot of jumping is required to climb this shaft. This is made difficult by the two Peeping Eyes in the room. Don't rush, jump near them to get them moving, then back away and fight them from a stronger position (any ground where you can safely attack their side). When they are both gone, head north and enter the west door.



079

"The female vampire feasts on the blood of intruders"

## DRACULINA

Point	EXP	HP	ATK	DEF	MND
2	170	266	66	0	30
ITEM DROP		GLYPH DROP			
Crepes Suzette		5%	-	-	-
Stephanie		2%	-	-	-

Draculina is heavily reliant on her pet bat, which attacks nearby intruders. Kill the bat to eliminate her only projectile. This limits her offense to her talon scratch. She periodically performs this attack when hovering over your head. Dodge the scratch by moving to the side just after she starts it.

2

Plow through the stream of Ghouls to make it to the far west room. Draculina waits for you as you enter it. Destroy her bat familiar before focusing your attention on her. When she is destroyed, go north and grab the **HP Max Up**. There is another doorway to the east, enter it and follow the path.



3

The powerful Tin Man is weak to hammers, but it's generally easier to use elemental magic from a distance. Wait for him to charge at you with his axe attack, then jump over him and fire at his back. If he readies his machine gun, stay behind him and keep attacking. Proceed to the north room once the dangerous robot has been dealt with. Take advantage of the Save Room in the bottom-right corner of the room. There's also an **MP Max Up** in its northwest corner. Acquire it and enter the east boss chamber.





117

"Walls are no obstacle for this bizarre being."



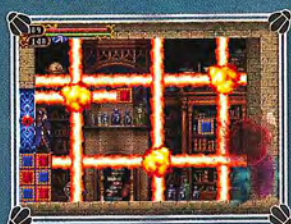
Point	EXP	HP	ATK	DEF	MND
80	3500	9999	100	0	0
ITEM DROP			GLYPH DROP		
—			Paries	100%	

The Wallman is quite possibly the easiest boss you'll face in *Castlevania: Order of Ecclesia*, but the method of fighting him isn't immediately obvious. Attacking him directly is useless, because dealing enough damage to him provokes his use of a healing potion. That's ok, you don't have to attack him to win.

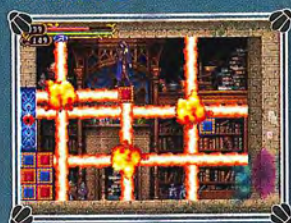
The blue portal against the east wall is the Wallman's hiding place, which he retreats to every time he throws his bombs. A red glyph named **Paries** appears just as he starts to crawl into the portal. To safely absorb the glyph, you have to find a safe place to stand whenever he plants his bombs. These bombs come in three formations. The three screenshots here illustrate the three firing patterns used and the best place for Shanoa to be when the bombs detonate. Once you find a safe place to stand, start the absorption process. When you absorb his glyph, the Wallman dies, defeating the cretin without even laying a finger on him.



Pattern 1



Pattern 2



Pattern 3



- When the battle with Wallman concludes, equip the **Paries** glyph and activate it. Hold  $\rightarrow$  to walk into the nearby blue portal. When you come out on the other side, absorb the **Melio Confodere** glyph and equip it. Exit the room and start moving east.



- This room has both an east and west exit. Take the west door and follow the path until you enter a large room. Head over to the northwest wall and attack its mid section with a jumping slash. It's a breakable wall that leads to the **Hanged Man Ring** and the **Refectio** glyph.



- The suspicious box sticking out at the top of the northeast wall is breakable. Attack it three times to unveil the **Cream Puff**. Pick up the delicious pastry and move towards entering the door at the southwest corner of the room. Absorb the **Dextro Custos** glyph when you see it.



## Backtracking With Paries



Now that you have the **Paries** glyph, you can now enter walls via blue portals. This is useful for accessing areas you couldn't before. You may want to return to a few old dungeons to pick up some new items. Use a **Magical Ticket** to quickly warp to town, and then head out to the **Misty Forest Road** and **Tymeo Mountains**.

# Misty Forest Road



## OBJECTIVE CHECKLIST

- Enter the dungeon via the west entrance. Travel east until you come to the zone with a blue portal (room #2). Activate **Paries** and move into the door, then when you hit a dead end, move up then forward into the exit portal.

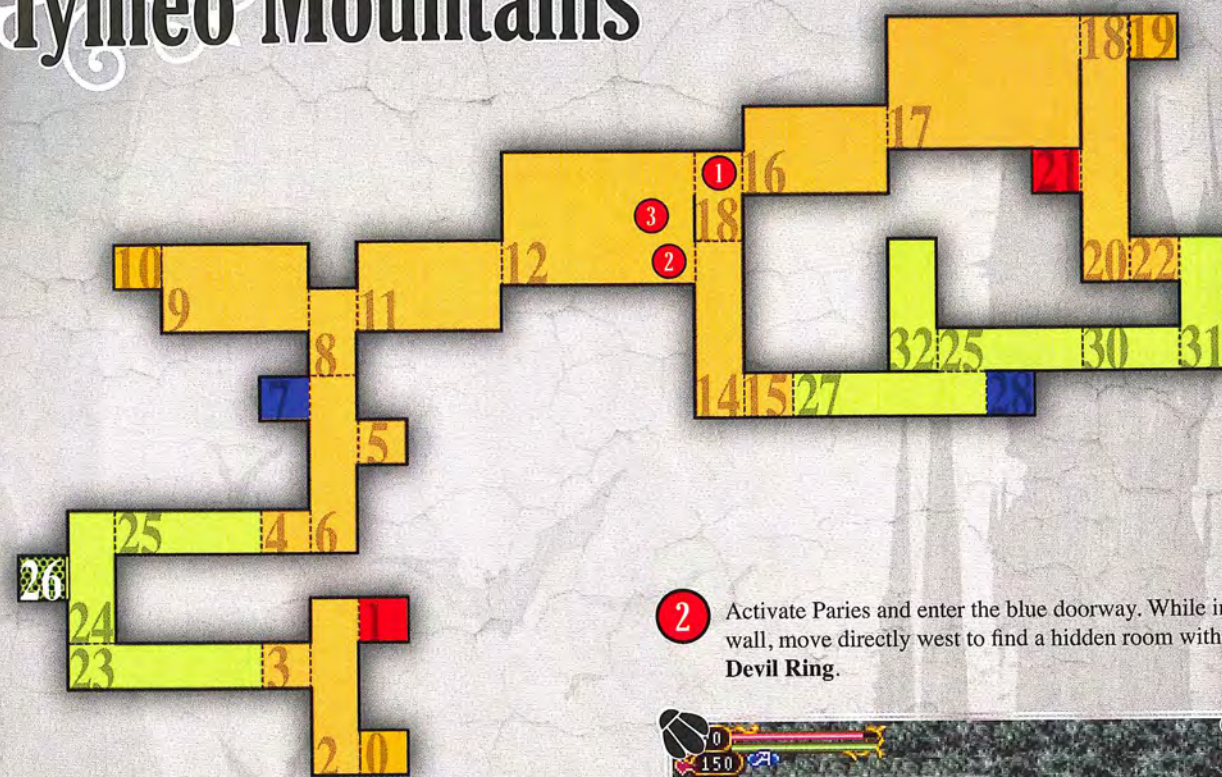


- Absorb the **Melio Arcus** glyph obtained from the broken statue. Run east and cut down the **Lizardman Blade** enemies with rapid **Melio Confodere** attacks. Open the box at the end of the room to get the **Hierophant Ring**. Finally, attack the east wall to break it. You'll find **White Drops** inside.





# Tymeo Mountains



## OBJECTIVE CHECKLIST

- 1 Enter Tymeo Mountains from the east entrance, then proceed west through the first two screens. When you reach the chasm (room #13), go south until you see a cave in the left wall. Enter inside.



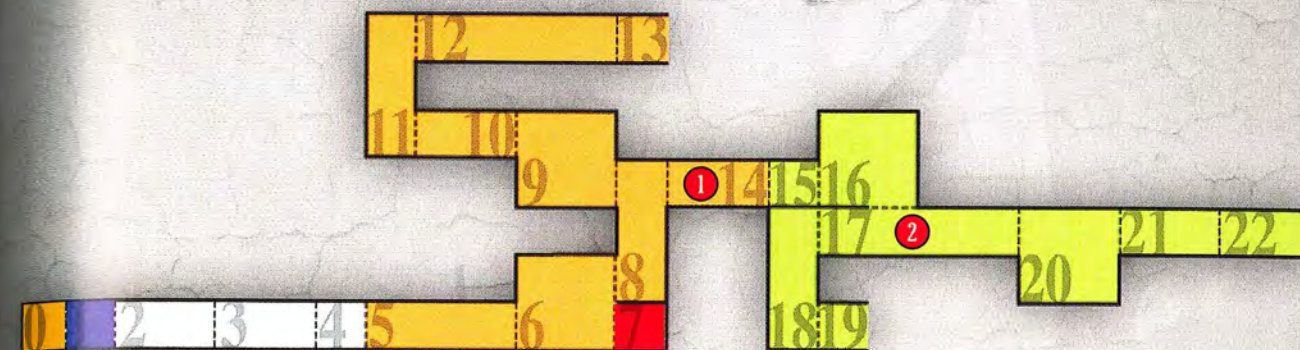
- 2 Activate Paries and enter the blue doorway. While in the wall, move directly west to find a hidden room with the Devil Ring.



- 3 Enter the portal within the room the Devil Ring was in. Start moving northeast. You should eventually see another hidden room. Enter the tiny cave to find the Moonwalkers.



# Castle Entrance: Nightmare Gate



- 1 Return to Dracula's Castle. Follow the path all the way up to room #14, the area you passed up before. Use Paries to cross through the blue portal to the opposite side. Open the box there to obtain an HP Max Up.

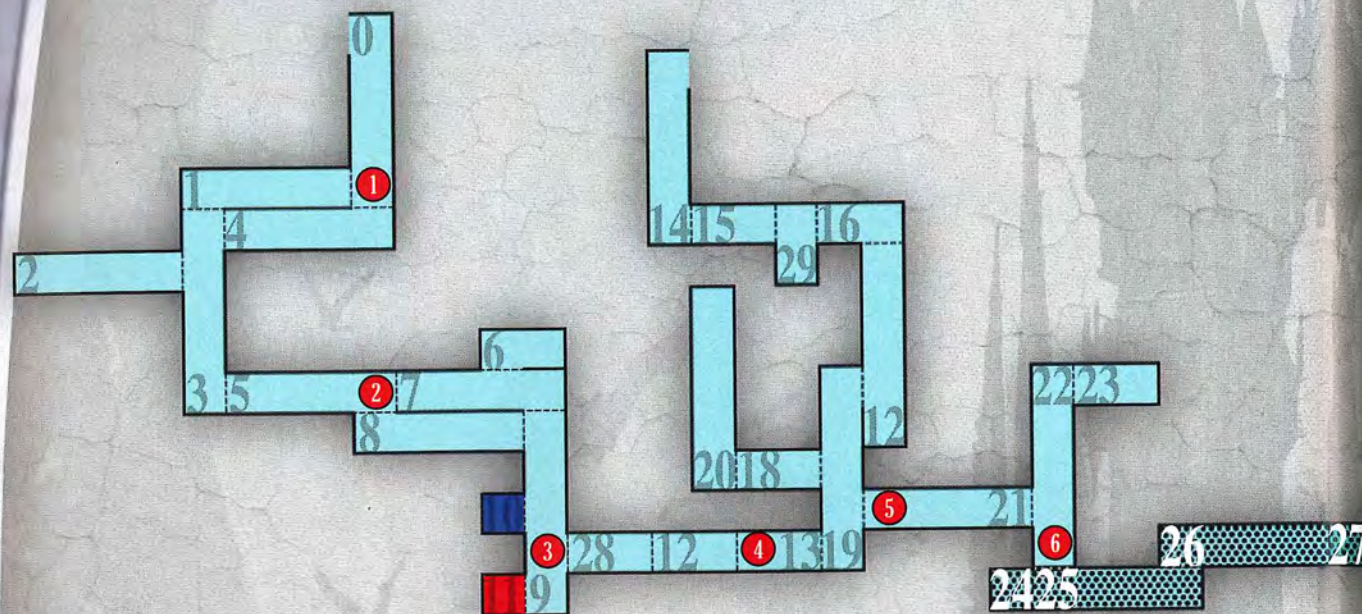


- 2 This room is particularly dangerous if you aren't prepared for it. You may want to use glyph union attacks to quickly lay waste to the Peeping Eye and Black Panther, that way you can move on to tackling the Ghouls before you become overwhelmed. Above all else, DO NOT open the box in this room. It's a Mimic, which is far too risky to handle with so many Ghouls around. When the Black Panthers and Peeping Eye are gone, fight your way over to the east doorway. The next room over has a box carrying the Valkyrie Greaves. Equip them immediately. Return to the previous room and fight your way to the west doorway. Follow the path from there until you reach the doorway to the Underground Labyrinth.





# Underground Labyrinth: Flirting with Shadows



Room	Enemy	Item
0	Polkir	-
	Nova Skeleton	-
1	Gashida	-
	Nova Skeleton	-
2	-	Vol Ignis
3	Polkir	-
	Nova Skeleton	-
4	Gurkha Master	Item Box
5	Gurkha Master	-
6	Polkir	Mercury Boots
7	Gurkha Master	-
	Gashida	-
8	Polkir	MP Max Up
	Gurkha Master	-
9	Polkir	-
	Nova Skeleton	-
10	-	-
11	-	-
12	Blackmore	-
13	Nova Skeleton	-
14	Polkir	-
15	Hammer Shaker	-
16	Hammer Shaker	-

Room	Enemy	Item
17	Nova Skeleton	Breakable Wall: White Drops
	Polkir	-
18	Gashida	-
	Nova Skeleton	-
19	Polkir	-
	Nova Skeleton	-
20	-	Lapiste
	-	Hidden Box: Star Ring
21	Nova Skeleton	-
	Polkir	-
22	Flea Man	-
	Nova Skeleton	-
23	Red Smasher	Heart Max Up
24	-	Super Potion
25	-	Felicem Fio, Breakable Wall: Paries Portal
26	Nova Skeleton	-
	Gashida	-
27	-	Rapidus Fio

Common Box	Rare Box
Ruby	Onyx
Sapphire	Miser Ring
Emerald	Gold Ore
Silver Ore	Thief Ring

## OBJECTIVE CHECKLIST

- 1 Journey south down the vertical tunnel. The path splits as you reach the bottom, but both eventually lead to the same place. Take the bottom route in this case, there's a treasure box along the way. The Gurkha Masters in the room have a long list of ranged blade attacks. Keep your distance and fire rapid Nitesco shots to quickly eradicate them.



081

POLKIR

"Feasts on the precious memories of its victims."

Point	EXP	HP	ATK	DEF	MND
2	124	155	64	0	20
ITEM DROP		GLYPH DROP			
-	-	-	Fidelis Polkir	5%	

Don't be fooled by its looks, this tiny guy is dangerous. The Polkir fires a laser across the ground that ignites in a napalm-like fashion. Once the beam has been fired, staying on the same floor is risky, so retreat to a different floor. It's best to defeat the creature before it has a chance to fire, so attack it with the Melio Confodere to quickly finish it off.

082

NOVA SKELETON

"Holes were drilled in his head to implant psionic powers."

Point	EXP	HP	ATK	DEF	MND
1	138	248	80	0	25
ITEM DROP		GLYPH DROP			
-	-	-	Nitesco	100%	

The green Nova Skeleton scurries around in a robotic fashion until you step in front it, triggering a massive laser blast. This laser inflicts massive damage, making your number one concern to always avoid it. The attack summons the Nitesco glyph, making it possible to absorb and nullify the beam entirely. When his attack is rendered useless, run in and strike with your weapon.

## The Power of Nitesco



The Nitesco glyph, an ability absorbed from the Nova Skeleton, is easily one of the most powerful glyphs obtainable. Aside from its long firing range, moderate attack power, and ability to hit multiple times in a single shot, it also attacks with the holy and fire element, the two most common weaknesses that enemies

have. It is highly recommended that you acquire the glyph now; it will definitely come in handy.



083

GASHIDA

"The breath of this living statue petrifies human flesh."

Point	EXP	HP	ATK	DEF	MND
3	210	355	65	30	0

Gashida's strongest asset is its breath, which petrifies Shanoa on a successful hit. Its long attack range makes it risky to move in with short range weapons, so keep your distance and blast the monster with the Nitseco glyph.

091

HAMMER SHAKER

"A superhuman warrior that swings his hammer effortlessly."

Point	EXP	HP	ATK	DEF	MND
5	260	450	72	35	0
ITEM DROP		GLYPH DROP			
Silver Ore	10%	Melio Macir	2%		

The giant Hammer Shaker has several powerful attacks, but all of them are dodged by simply backing away from them. His main point of interest is the Melio Macir glyph, the strongest variation of the hammer glyphs. Though rare, its massive attack power makes it well worth the effort to hunt them.



## Vol Ignis Room

A room filled with bursting flames holds the **Vol Ignis** glyph. Getting to the end requires that you navigate around the flames that periodically ignite on and off. To illustrate how this is done, the following step-by-step walkthrough has been included as reference.

- 1 Wait for the vertical flames to dissipate. When they do, walk past the burners to the closest wall.



- 2 When the horizontal flame above you retracts, jump forward up to the top of the wall.



- 3 While at the top of the wall, immediately crouch to avoid flames coming from a horizontal burner.



- 4 As the vertical pillars of fire cool down, run past them.



- 5 Run forward when the final two burners completely turn off.



- 6 Absorb the Vol Ignis glyph to relieve the room of its burning problem.



- 2 The path splits again here. Take the bottom route, collect the **MP Max Up** stored in the red box, then blast your way through the Polkirs and Ghurka Masters while moving east. When you exit to the vertical shaft, go north to enter the hallway you just skipped over. Clear the room before entering the hole in the roof (roughly in the center of the corridor). A pair of **Mercury Boots** is stored in the box at the end of the passage.



- 3 Climb down the passage and open up the Warp and Save Points. The boss of the area is at the end of the east path, so record your progress before proceeding. As an interesting aside, this path is the perfect place to hunt Polkirs. Defeat the Polkir in vertical tunnel, then quickly exit and re-enter the area via the east doorway to force the Polkir to spawn.



## 118 BLACKMORE

"Sustains himself on the essence of his victims' souls."

Point	EXP	HP	ATK	DEF	MND
99	4300	5000	120	25	25

The powerful Blackmore uses a monstrous shadow for battle. All of its attacks inflict heavy dark damage, so it's highly recommended that you equip the Onyx Pin (found in Jacob's shop provided you have finished Laura's quest) before entering this battle. You'll also want to obtain the Nitesco glyph from the Nova Skeleton, a powerful light-based attack that works wonders against Blackmore. Equip the Diamond Ring and Magician Ring to improve the ability's attack strength. You can also equip the Sapiens Fio glyph to raise your Intelligence level, further increasing Nitesco's strength.

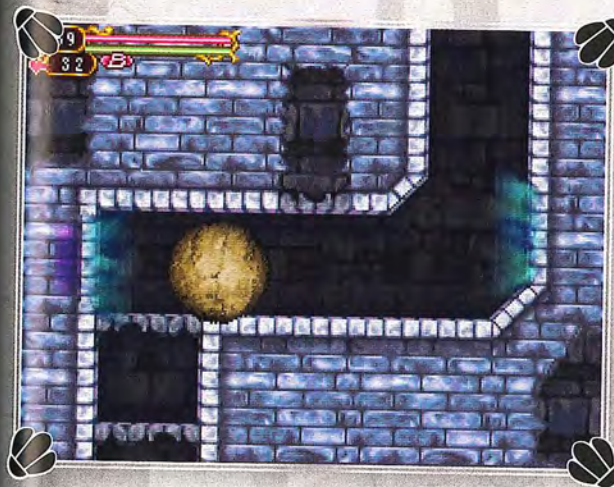
Blackmore uses several attacks during the first phase of battle, all of which are performed in rapid succession. The most prominent of these are his claw attacks, which he has two variations of: a downward swipe avoided by backing into the left wall, and a forward slash that is evaded with a jump. He also has two projectile attacks at his disposal, one that's designed to keep you from hugging the left wall (walk right to avoid the



shots), and a spray shot that detonates on several points on the field (back over to the left wall to avoid it). In the case of either projectile attack, never try to jump around after the bolts explode, the pillar of energy they create is hazardous. His final attack is a giant beam, which is performed just after he crouches down. Double jump upwards to avoid it entirely.

Once you've inflicted enough damage, Blackmore yells "That was entertaining!", signaling the beginning of the second phase of battle. Though many are similar, Blackmore starts to vary his attack options up a bit. The newest of his techniques is a 3-hit slash combo avoided by jumping over the first hit, crouching under the second, and then jumping again over the third. His spray shot attack is also now followed by a forward swipe, which is dodged by moving to the left wall and then jumping. Finally, he can now fire both of his main projectile types at the same time. To evade it, walk towards the beast and stand between two of the exploding bolts.

- 4 Tackle the two Nova Skeletons one at a time, jumping to their backside if you're ever cornered by the first one you encounter. Enter the east doorway and start moving north in the next room over. Do not enter the doorway to your right when you see it, instead keep moving upwards until you find a path going west (room #18).





## Obtaining Lapiste

The giant bolder rolling through the room is being generated by the **Lapiste** glyph, a powerful striking ability floating at the top of the area. Since the boulder is obstructing the path you would normally use, it's best to instead use the Paries glyph to travel through the walls.

- 1 Activate Paries and enter the first portal to begin moving north up the wall's edge.



- 2 When you reach another portal, don't exit until you see the boulder drop past the exit.



- 3 Run out and jump into the opening in the stone roof. Wait there until another boulder passes, then drop down and proceed to the east portal. Start moving north when you're inside the wall.



- 4 As you reach another exit, again wait for a boulder to drop by you before leaving. When it does, quickly run to the west exit. Again, move north when you enter inside the wall.



- 5 Exit the portal you come to and drop into the hole in the ground. Crouch to let the boulder roll over your head, then jump out and run to the portal.



- 6 Move north again until you find a portal exit directly next to the **Lapiste** glyph, and then absorb it.



- 7 With the boulders gone, head all the way back down to the very first portal and crouch in front of it. A hidden box appears holding the **Star Ring**.



- 5 With the boulder puzzle completed, backtrack to the vertical tunnel and enter the southeast doorway you passed up before. Continue down the long hallway until it intersects with another vertical tunnel. Journey north until you reach its roof, then make your way east. The box at the end of the Tunnel has a **Heart Max Up** inside it.



## 6 Unlocking the Training Hall and Large Cavern



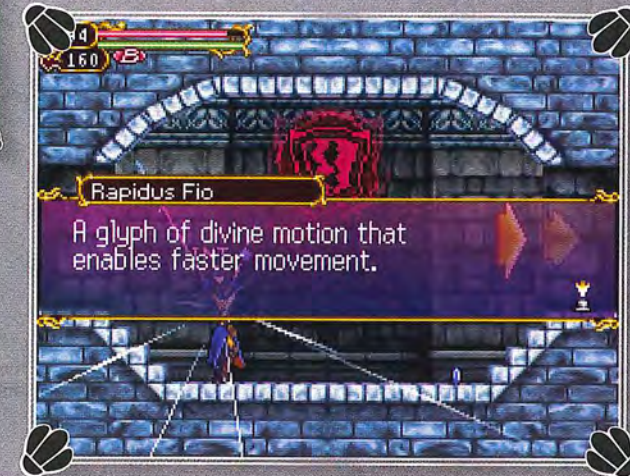
Moving northwest from this position continues deeper into Dracula's Castle, but there are a couple of hidden stages to unlock if you go south instead. Don't be dissuaded by the dead end, the floor is breakable. Bash it open and drop down into the hole. Enter the room to your left and grab the **Super Potion** inside.



Return to the previous room and attack the east wall to expose another breakable wall. The collapsing wall unveils a Paries portal. Activate Paries and proceed into the wall, and then move around the empty space blocking your path to enter the exit on its opposite side. The statue here holds the **Felicem Fio** glyph. When you have it, jump towards the northeast wall and attack it to reveal yet another breakable wall.



Enter the final portal and move to the east exit. Climb up the ladder to reach a long corridor heading east. After charging through another batch of Nova Skeletons and Gashida, you'll find the **Rapidus Fio** glyph and the exit back to the world map. Both the Training Hall and Large Cavern should appear on your map.



### TREAD CAREFULLY

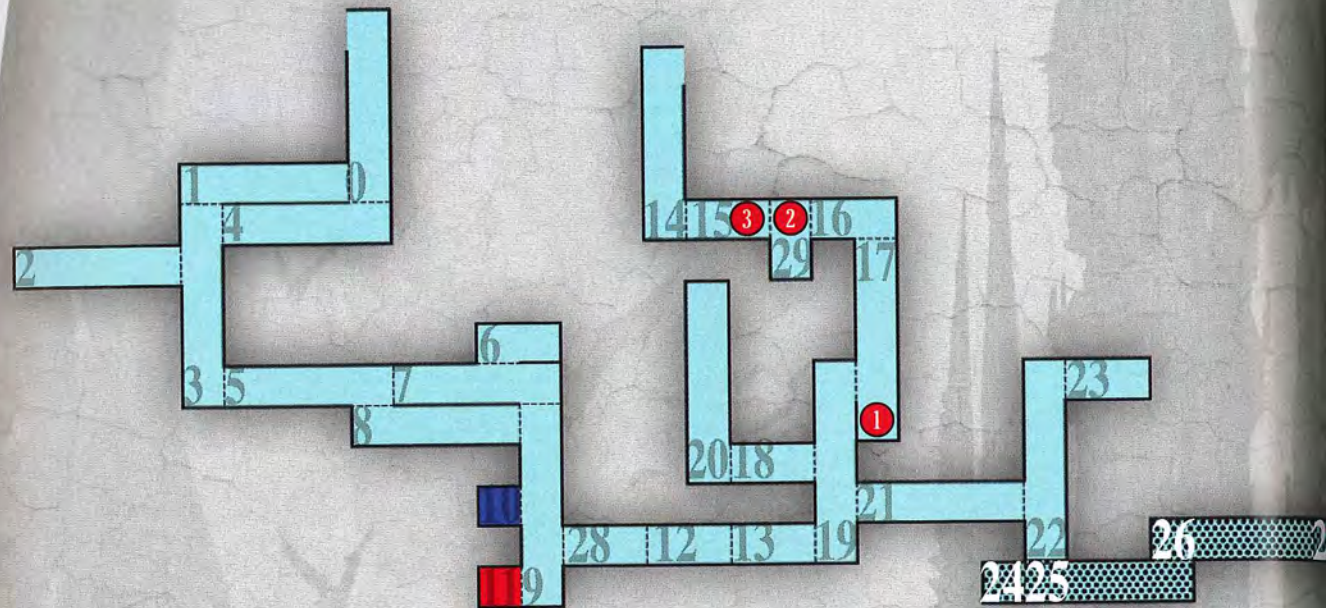


You can now challenge either the Training Hall or Large Cavern, though it's not necessarily recommended. The Large Cavern in particular is extremely difficult to trudge through at your current level, so wait until you are stronger before attempting it. Instead, head back to Dracula's Castle through the newly opened east entrance.





# Underground Labyrinth: Flirting with Shadows



## OBJECTIVE CHECKLIST

- 1 It's time to cover the remainder of the Underground Labyrinth. Start by moving upwards, towards the northeast exit. When you reach the next room, move south to a dead end. Strike the west wall a few times to make it shatter, White Drops are inside. Start traveling north from here.



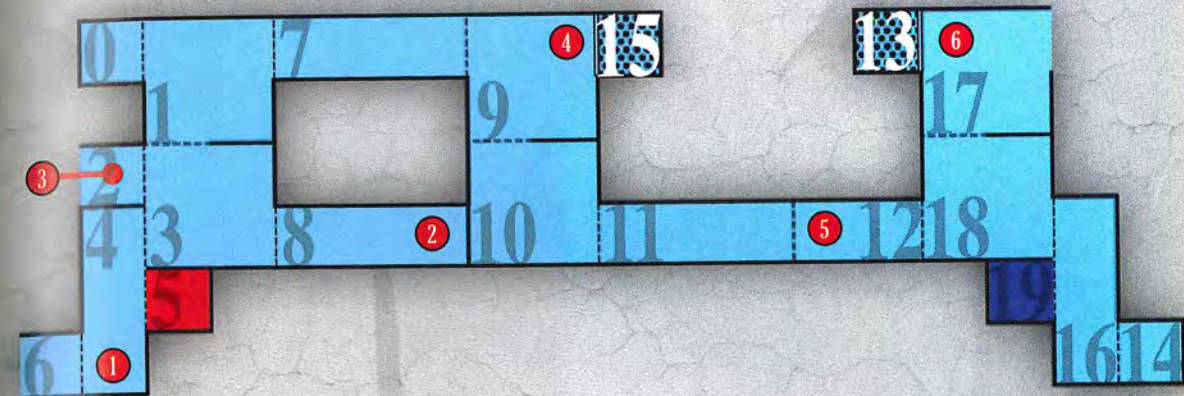
- 2 To solve the block puzzle in the water-filled room, move to the bottom block and push it into the water first, then jump up to the block on the north ledge and push it in. Use the higher water level to jump up to the west doorway.



- 3 The room with two Hammer Shakers is a good place to hunt for the Melio Macir glyph, which they drop. Use the Felicem Fio glyph to raise your Luck rating along with your chances of the glyph dropping. Keep following the path when you are done, which leads up to the castle barracks.



# Barracks: Distant Memory



Room	Enemy	Item
0	-	Heart Max Up
1	Nova Skeleton	-
2	Devil	-
3	Nova Skeleton	-
4	Tin Man	-
5	Nova Skeleton	Melio Hasta
6	-	-
7	Lizardman Blade	2000G x 2
8	Blade Master	Item Box
9	Hammer Shaker	Hidden Box: Green Drops
10	-	2000G
11	Lizardman Blade	Breakable Wall: Green Drops
12	Nova Skeleton	-
13	Lizardman Blade	MP Max Up
14	Blade Master	-
15	Blade Master	Item Box
16	Lizardman Blade	Hidden Box: Red Drops
17	-	Moon Ring
18	-	Valkyrie Mail
19	-	HP Max Up
20	Bugbear	-
21	Hard Mode: Imp	-
22	Gurkha Master	-
23	Blade Master	-
24	Lizardman Blade	-
25	Imp	-
26	Gurkha Master	-
27	Blade Master	-
28	-	-

## Common Box

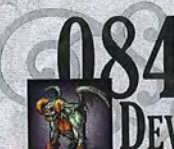
Ruby
Sapphire
Emerald
Silver Ore

## Rare Box

Onyx
Miser Ring
Gold Ore
Thief Ring

## OBJECTIVE CHECKLIST

- 1 Break the nearby statue to obtain the Melio Hasta glyph. Battle the fiends blocking the way to the closest Save Point, then move inside and record your progress. Exit out and head north to the next room.



"Manipulates ice and flame while moving sluggishly."

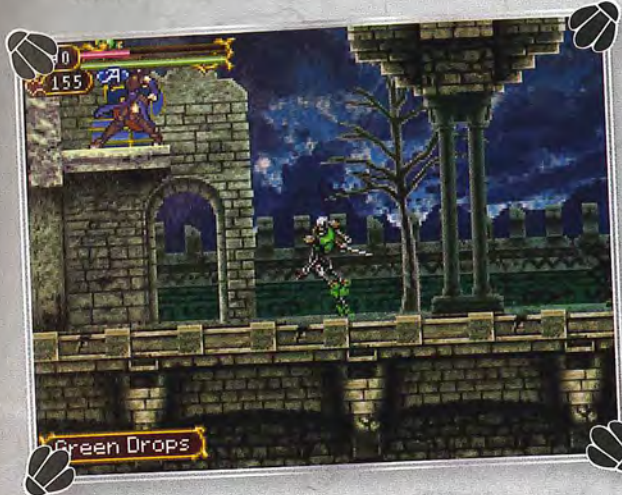


Point	EXP	HP	ATK	DEF	MND
5	333	444	66	13	13

The Devil's fireball is easily deflected by attacking it, but that isn't what makes this enemy dangerous. The quick swipe of a claw projects a pulsating wave of ice that's very difficult to dodge. Go berserk on the creature and destroy it before he has a chance to strike.



- 2 The platform hanging over room #8's west door has a hidden box on it. Crouch down to make it appear, **Green Drops** are inside. Take a quick look at the east end of the room for a **2000G** bag and an item box.



088

BLADE MASTER

"Excels at duels with its dual-wielding technique."

Point	EXP	HP	ATK	DEF	MND
3	190	200	58	0	0

Don't be fooled by the statuesque stance, Blade Masters have blindingly fast mobility. Roast him with a ranged glyph like Nitesco to make it difficult for him to use his backwards dash. If he manages to evade your attack, he'll quickly move in with a counter slash. If this happens, jump to avoid it.

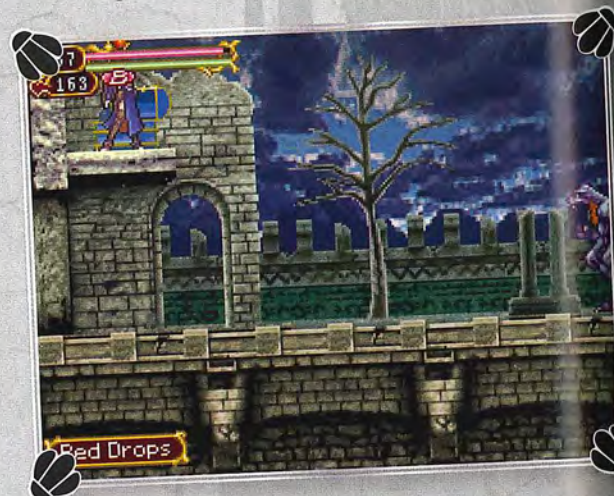
- 3 Make a stop in the room just west of here to find a golden switch. Attack the switch to raise a wall blocking the path to the Library. When ready, journey back to the Barracks and start moving north to room #1. There is a doorway in its northwest corner. Enter inside to obtain a **Heart Max Up**.



- 4 The northeast wall in room #9 is breakable. Smash it open to find a box with an **HP Max Up**. Go back to room #9 and travel south. The right edge of the very last platform in the room can also be broken. Attack it three times to obtain **Green Drops**. Move along to room #10 and acquire the **MP Max Up** in the southwest side of the room.



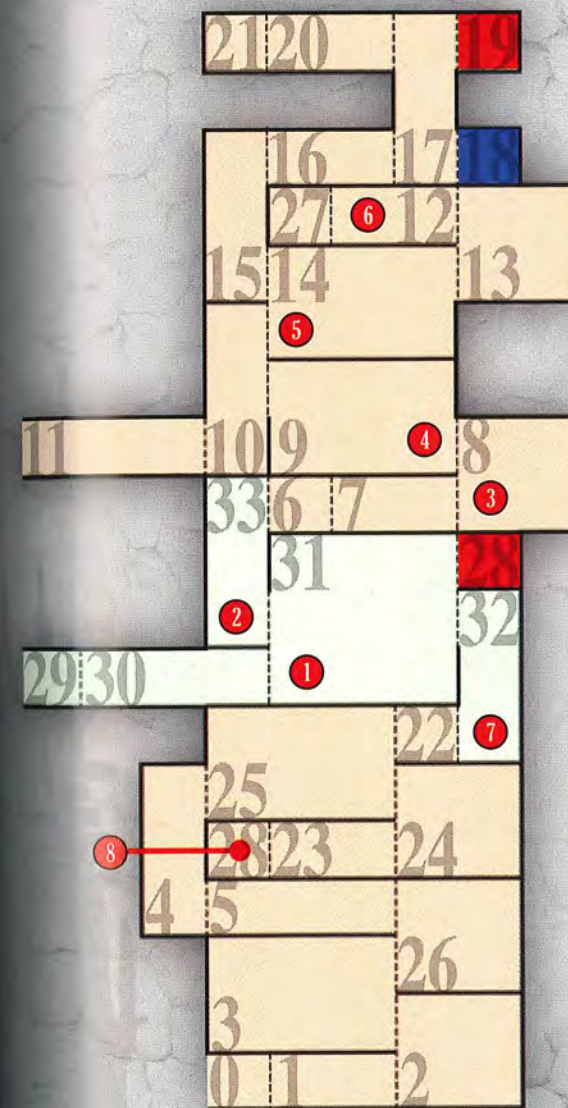
- 5 Crouch while on top of the platform over the west doorway. **Red Drops** are inside the box. Keep moving east afterwards; go south when you're able to find a Warp Point and the powerful **Valkyrie Mail**.



- 6 Destroy the west wall to open a hidden room, there's a **Moon Ring** inside. When you have it, go east to find the doorway to the next area.



## Mechanical Tower: Styx Passage



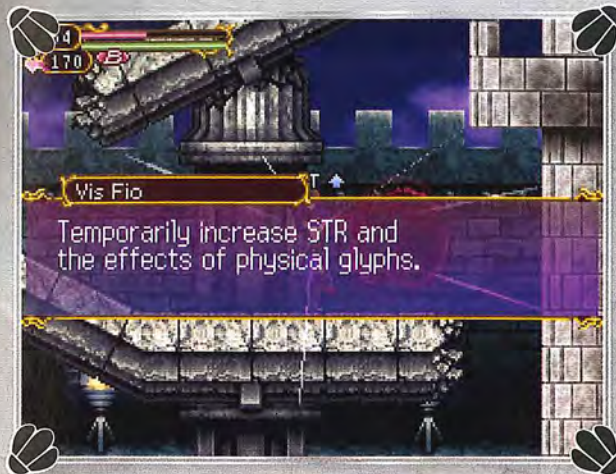
Common Box	Rare Box
Ruby	Onyx
Sapphire	Miser Ring
Emerald	Gold Ore
Silver Ore	Thief Ring

Room#	Enemy	Item
0	-	-
1	Bugbear	-
	Imp	-
2	Lizardman Blade	-
	Hammer Shaker	-
	Bugbear	-
3	Lizardman Blade	Item Box
	Imp	-
4	-	Item Box
5	Lizardman Blade	-
	Imp	-
	Bugbear	-
6	-	-
7	Automation ZX27	-
	Imp	-
8	Medusa Head	Item Box
	Gorgon Head	-
	Lizardman Blade	-
	Bugbear	-
9	Medusa Head	Valkyrie Mask
10	Medusa Head	-
	Gorgon Head	-
11	Automation ZX27	-
	Imp	-
12	Bugbear	-
13	Medusa Head	-
	Gorgon Head	-
14	Medusa Head	Heart Cuirass
	-	HP Max Up
15	Medusa Head	-
	Gorgon Head	-
16	Rebuild	-
17	-	-
18	-	-
19	-	-
20	Death	-
21	-	Sinestro Custos
22	-	-
23	Automation ZX27	-
24	Automation ZX27	-
	Red Smasher	-
25	-	-
26	Gurkha Master	-
	Red Smasher	-
27	-	Death Ring
28	-	Morbus
29	-	-
30	Gurkha Master	-
	Hammer Shaker	-
	Imp	-
31	Lizardman Blade	Vis Fio
	Imp	-
32	-	-
33	-	-
34	-	-



## OBJECTIVE CHECKLIST

- 1 Pick up the **Vis Fio** glyph from the statue. It is extremely useful when combined with any type of glyph with a physical attack. After you have it, proceed up to **room #5** to save your game.



### 093 IMP

"A tiny demon who loves mischief."

Point	EXP	HP	ATK	DEF	MND
2	44	66	66	0	40

What might be the most frustrating minor enemy in the game, Imps have the ability to temporarily take control of a person stuck with their spear. Though Shanoa is usually invulnerable to attack when under control, it's entirely possible for an Imp to walk you right out of a room. To avoid the problem, always attack the mongrels from a distance. They happen to be weak against the Nitesco glyph, the perfect option to use against them.

- 2 The spikes acting as an obstacle can only be avoided by clinging to the moving rods with Magnes. Once you've attached yourself to one, aim towards the next rod above you. When the rod you are on moves above the spikes closest to you, release the **R** button to launch yourself to the next magnet. Press **R** again when you near the next rod. To detach from the final rod without hitting the spiked roof, press **←** to aim to the right. Release **R** when you're lined up with the doorway.



### 096 AUTOMATION ZX27

"A nearly-complete mobile robot. Model No. 27."

Point	EXP	HP	ATK	DEF	MND
4	128	256	80	200	0

ITEM DROP	GLYPH DROP
Silver Ore 12%	Arma Machina 1%

This robot doesn't have any attacks to speak of, relying mainly on running into you to inflict damage. This makes them extremely easy to beat with ranged spells like Nitesco. That being the case, you'll be destroying a lot of Automations to acquire the **Arma Machina** glyph, which is needed to obtain an item in the Mystery Manor. Be sure to get it before leaving this area.

- 3 Medusa Heads petrify any adversary they come in contact with. This is problematic because of the sheer number of monsters in the area; being trapped in stone leaves you vulnerable to attack. Use the Nitesco glyph to quickly eliminate Medusa Heads. If you ever become overwhelmed by the other enemy types in the room (like the Lizardman), crush them with a Glyph Union ability to free up your attacks for Medusa Heads.



### 098 GORGON HEAD

"Created from the head of Medusa. Turns its victims to stone."

Point	EXP	HP	ATK	DEF	MND
0	1	1	80	0	0

ITEM DROP	GLYPH DROP
Mirror Cuirass 2%	Fidelis Medusa 100%

The Gorgon Head is a rarity amongst other Medusa Heads, only appearing sporadically. Despite this, they have a 100% drop rate on the familiar-summoning Fidelis Medusa glyph. This is helpful for not only obtaining the glyph initially, but for also building the familiar's level up through repeatedly absorbing the glyph. In addition to this, the Gorgon head also drops the Mirror Cuirass, a rare piece of armor.

## 4 Navigating Through Danger

This room requires the careful use of Magnes to clear it. Follow the steps below to safely pass through the room. When using Magnes rods to fling Shanoa to new positions, make sure there aren't any Medusa heads in the way.

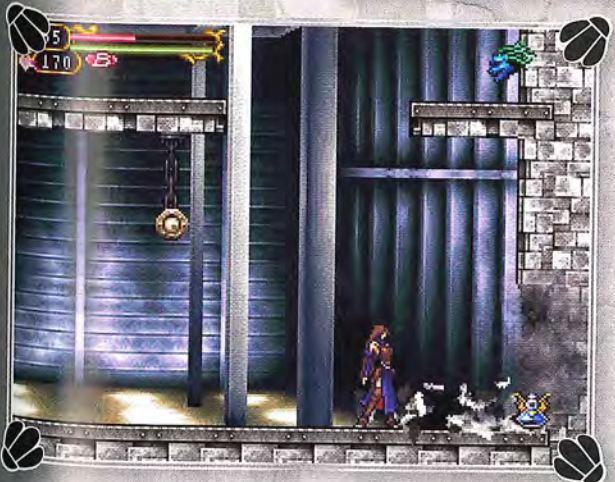
- 1 Use the Magnes rods to vault up to a higher position.
- 2 Drop into the gap while holding left on the directional pad. When you clear the bottom of the ledge, use your second jump to propel yourself closer to the west Magnes rod. Press **R** to activate Magnes and cling to the rod.
- 3 When your Magnes field is up, hold **↩** on the directional pad. Release the **R** button to shoot up to a red box. Open it to obtain the **Valkyrie Mask**.



- 4 Drop off the ledge to your right. Immediately cling to the Magnes rod hanging just above the spikes below. Drop on to the nearby floor and walk west.
- 5 Cling to the next rod and vault Shanoa north. Press left on the directional pad after clearing the ledge to land next to the exit.



- 5 Walk forward and cling to the Magnes rod. Hold **↩** and release **R** to shoot Shanoa over the spikes, and then cling to the third Magnes rod when you get close to it. Run to the east wall and attack it a few times to find an **HP Max Up**. Now leap up to the second floor using the rod closest to you. Go west to the moving magnet. When it approaches your position, attach to it and hold right on the directional to aim yourself west. Shoot that direction to find a box with the **Heart Cuirass**. Attach yourself to the same rod again and wait for it to move directly under the gap in the roof. Fling yourself through the gap and proceed east.



- 6 Attack the west wall in **room #12** three times to break it. Enter the room to find the **Death Ring**, a powerful high-risk item useful for boss battles.





# 120 DEATH

"Dracula's confidant. Knows dark secrets hidden from all others."

Point	EXP	HP	ATK	DEF	MND
99	4444	4444	130	44	44

Dracula's right hand man, Death, is weak to holy elemental attacks, so glyphs like Nitesco or Luminatio work well against him. Equip a Diamond Ring to improve the power of their holy element. If they are available, equip the Magician Ring and the Stephanie head gear to raise your Intelligence. The Sapiens Fio glyph can also be used to further increase the strength of either attack. You may opt to replace this glyph with Fidelis Medusa, though, to help deal with the scythes spinning around the battlefield.

Death has several different attacks that he cycles through. His downward slice is dodged by walking to the left or right. To avoid his sliding scythe slash, run away from him and double jump just before he reaches you. He also frequently attacks with a frontal stream of scythes, which is normally dealt with by sliding behind him, but if you're using Nitesco, simply jump and fire the beam to nullify them. His fourth attack summons six giant scythes that encompass your position. Escape the situation by immediately sliding under either the left or right scythe before they start moving. You can use shield glyphs like Melio Scutum to block them as well, but it's not necessary.

The most problematic of his attacks is the summoning of three red skulls that spiral outward from his body. Though it is possible to slide or jump between the gaps of each skull, it is exceedingly difficult, warranting an escape plan that avoids them altogether. If Death is near the east or west end of the field when performing the attack, quickly move to the opposite side to move out of firing range.

When the battle is over, enter the west room to obtain the **Sinestro Custos** glyph.



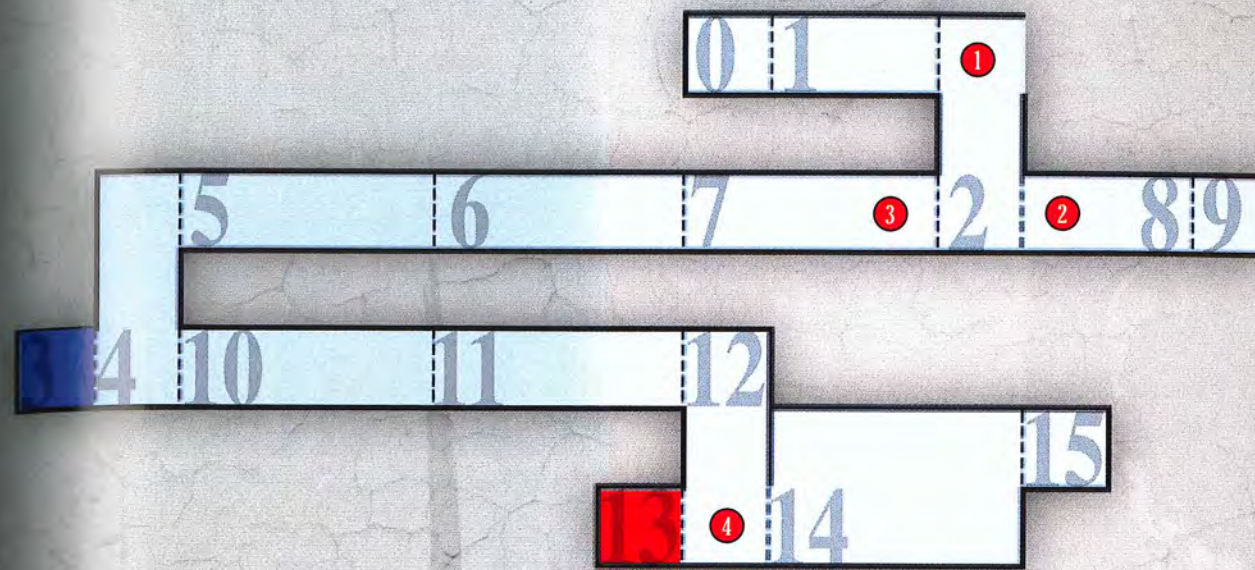
7 With Death out of the way, it is now time to explore the south half of the Mechanical Tower. The ultimate goal is to make it to **room #0**, the entrance to the Arms Depot.



8 Though you can't see it, the **Morbus** glyph is located here in this room. To get it, electricity needs to be shot into the conductors on both the roof and the floor. Equip the Fulgur glyph to both hands, then jump and fire a shot with the **X** button to hit the top conductor. When you land, shoot a second shot with the **Y** button into the bottom conductor. If you manage to electrify both machines at the same time, the panel behind you opens, revealing Morbus.



## Arms Depot: Cry in the Night



Room	Enemy	Item
0	Hammer Shaker	HP Max Up
1	Gurkha Master	-
2	Bugbear	-
3	-	-
4	Mad Snatcher	-
5	Great Knight	Melio Falcis
6	Rebuild	-
7	Red Smasher	Melio Culter
8	Spectral Sword	Melio Scutum
9	Mad Snatcher	Common Box
10	Great Knight	-
11	Spectral Sword	-
12	Mad Snatcher	Mint Sundae
13	-	-
14	Eligor	-
15	-	Arma Custos

### OBJECTIVE CHECKLIST

- 1 March into the west corridor and follow it to its end. A Hammer Shaker guards a single chest. Defeat him to obtain an **HP Max Up**. Backtrack to the start of the dungeon.



## 095 SPECTRAL SWORD

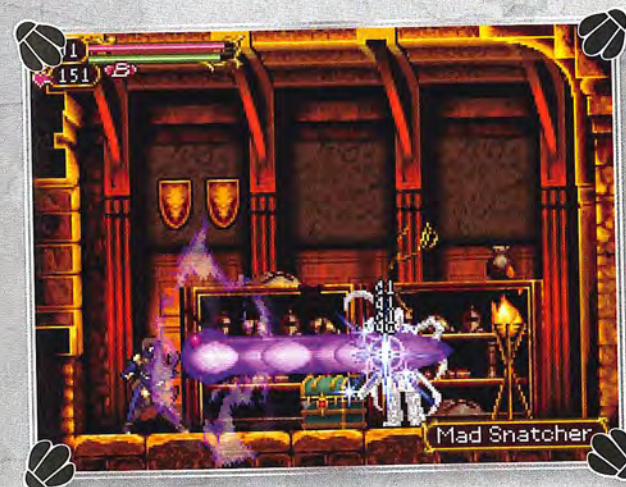
Point	EXP	HP	ATK	DEF	MND
4	240	280	77	0	0
ITEM DROP		GLYPH DROP			
-	-	-	Melio Secare	2%	-

The swords rotating around the center blade are merely pawns used as a method of attack. The green central sword is the weapon that needs to be attacked to kill the ghost. However, it is still advised that you eliminate the majority of the smaller weapons it uses. Doing so eliminates a large portion of the attacks the Spectral Sword can use. Stage an attack with the Nitesco glyph to easily damage both the ruling blade and its servants. It occasionally drops the **Melio Secare** glyph when defeated, the strongest of the sword glyphs.

Common Box	Rare Box
Ruby	Onyx
Sapphire	Miser Ring
Emerald	Gold Ore
Silver Ore	Thief Ring



- 2 Incinerate the Spectral Sword with rapid Nitesco shots. When the room is clear, obtain the **Melio Scutum** glyph from the statue. Walk into the room to the east and eliminate the Mad Snatcher. Open the treasure box in the room and leave.



999 "Parasite that clings to, then continually drains its victims."

### MAD SNATCHER

Point	EXP	HP	ATK	DEF	MND
3	200	444	74	0	0

Identical to the Mad Butcher enemy, the chainsaw-wielding Mad Snatcher charges towards you with repeated slashes. Instead of waiting for the cretin to start his assault, attack and defeat him when he's revving up his chainsaw.

- 3 Start journeying west. Both the **Melio Cultur** and **Melio Falcis** are found along the way. The Melio Falcis is absurdly powerful, so equip it when you leave the dungeon (enemies here have a weakness against hammers, so leave the Melio Macir on for now). You'll find it especially useful against the villains in the final stage.



100 "One of Castlevania's many elite armored guardians."

### GREAT KNIGHT

Point	EXP	HP	ATK	DEF	MND
6	450	600	85	35	0

ITEM DROP	GLYPH DROP
Knight Helm 3%	Melio Ascia 1%

The Great Knight's size is more of a setback than it is an advantage—he's easy to target and very slow with his attacks. It is recommended that you fire at him from a distance with the Nitesco glyph to avoid his offense entirely. When defeated, this adversary occasionally drops the **Melio Ascia** glyph, the strongest of the Axe attacks.

- 4 The small platform in front of the boss chamber has a breakable corner. Slash at its right side to eventually obtain a **Mint Sundae**. When you have it, proceed over to the west room and save your game.



## 119 ELIGOR

"A giant demon knight summoned to protect the castle."

Point	EXP	HP	ATK	DEF	MND
99	4300	3000	120	0	0

Before the onset of battle, it's a good idea to equip two Melio Macir glyphs, the Vis Fio glyph, and the Blow Ring to bump up your striking power as high as possible. You can also equip the Strength Ring for an even stronger damage output.

The giant Eligor is fought in several stages, with Shanoa moving from one point of his body to another. The goal is to ultimately destroy the eye on the back of his head. The weak points on his knees must be destroyed to move on to the next phase, but that shouldn't be your first target. Instead focus on destroying the crossbow turrets on his side, which can potentially cause trouble during the later stages of the battle. Avoid both of his sword attacks by standing near him, biding your time for the crossbow to start firing. When it readies for attack, activate Vis Fio and start swinging at the turret. When it has been destroyed, move on to attacking the weak points at his knees. Eligor collapses once they are destroyed, so quickly back dash away from him to avoid damage. His front legs lift into the air once he returns to a standing position. Slide under his front legs to reach his underside.

With his belly above you, carefully follow the creature's movements without touching his legs. When he lifts his left front leg to kick you, immediately crouch to avoid it. Continue following his movements until he jumps into the air. Perform the slide technique to the left to retreat to his backside.



When behind him, wait for the crossbow turret to lower into a firing position, then attack. If he ever starts to move his tail towards your position, continue moving to avoid the eventual strike. If his tail simply lifts into the air, back away from the beast to avoid an incoming kick. Continue attacking the crossbow until it is gone. Move on to the weak point behind his legs, then when it is destroyed, quickly back away from the beast before he falls on you. Jump up to the monster's back after he has fallen.



Your objective during the final stage of battle is to attack the red eye on the back of his head, all while avoiding his assault. Whenever his head leans forward, move to the back of the centaur's body to stay clear of his elbow attack. If he leans back, move towards his neck to dodge an incoming sword attack. His final two attack options knock you back to the ground, forcing you to re-establish your position on his back. If he lifts his tail into the air, crouch down to avoid the incoming slice. Finally, his other attack is only initiated after you've dealt a lot of damage to him. If he leans forward, move to the left side of his body to avoid getting slapped to the floor.



## CERBERUS CHAMBER

Once Eligor has fallen, use his body as a ramp to enter the doorway to the northeast. Inside is the final Cerberus glyph, **Arma Custos**. With it in your possession, you can now enter the final stage.

Find the nearest Warp Point and transport yourself to the point near Death's chamber. Make your way down to room #11 within the Mechanical Tower. Journey west from there until you find a switch on the ground. Jump on top of it to open the passage and continue moving west. When you come to a statue of the Cerberus (a three headed hound), open your inventory and equip the



**Dextro Custos**, **Sinestro Custos**, and **Arma Custos** glyphs all at the same time. Use these glyphs in front of the statue to open a chamber leading to a tower.

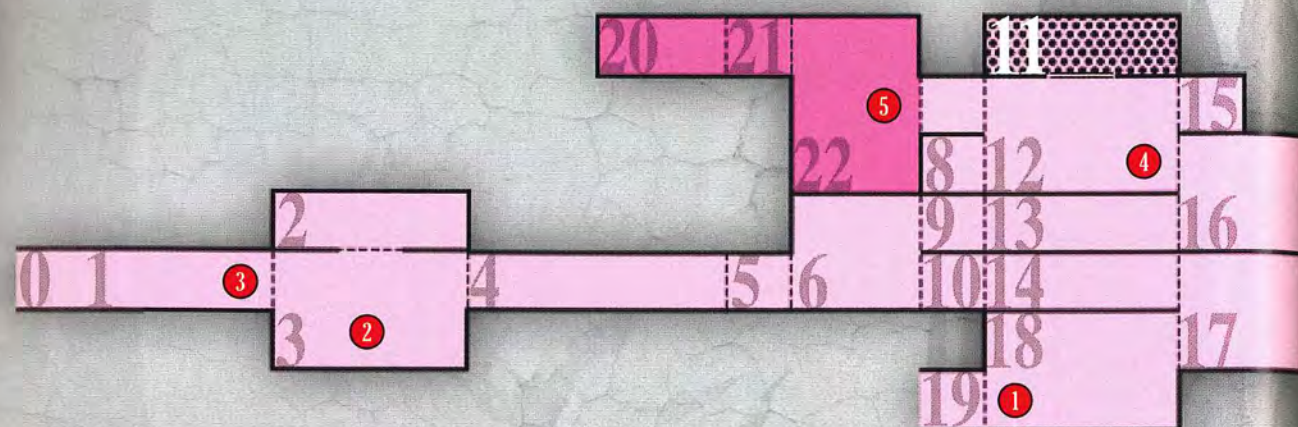


Climb up the tower. When you reach the top, attack the left ledge three times to find the **Eisbein** item. Record your data at the Save Point then enter the doorway to final area.





# Final Approach: Dust to Dust



Room	Enemy	Item
0	-	-
1	-	-
2	Bugbear	Sun Ring
	-	Blue Drops
	-	MP Max Up
	-	Heart Max Up
3	Winged Skeleton	Volaticus
	-	Item Box
	-	MP Max Up
4	Final Knight	-
5	Lilith	-
6	Cave Troll	-
7	-	-
8	-	Heart Max Up
9	Devil	-
10	Blade Master	-
11	Blade Master	Gold Ore
	-	Diamond
	-	Onyx
	-	World Ring
12	Blade Master	Breakable Wall: Judgment Ring
	Lizardman Blade	-
	Bugbear	-
	Devil	-

Room	Enemy	Item
13	Final Knight	-
14	Spectral Sword	-
15	-	-
16	Lilith	-
	Automation ZX27	-
	Bugbear	-
	Devil	-
17	Lizardman Blade	Item Box
	Imp	-
	Bugbear	-
18	Imp	-
	Lizardman Blade	-
19	-	-
20	Dracula	-
21	-	Dracula's Boss Medal appears here.
22	-	Super Potion
	-	MP Max Up

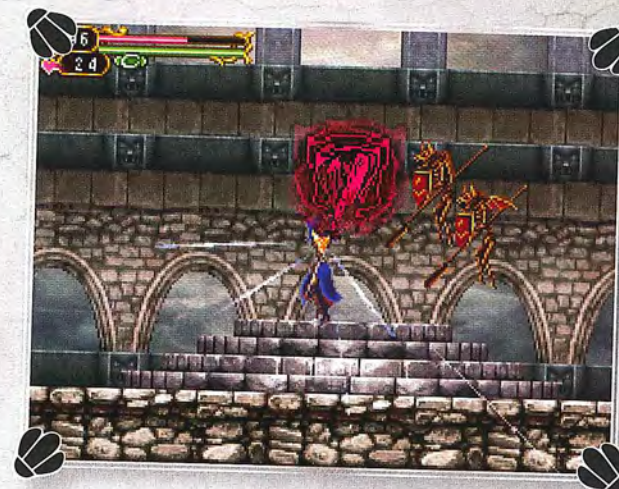
Common Box	Rare Box
Ruby	Onyx
Sapphire	Miser Ring
Emerald	Gold Ore
Silver Ore	Thief Ring

## OBJECTIVE CHECKLIST

**1** The majority of this path is occupied by enemies you are (no doubt) familiar with. The trouble lies in their sheer numbers, taking even a small number of hits eventually whittles your HP down. Use the Melio Falcis glyph against Devils, Imps and Bugbears, and the Nitesco glyph against Lizardmen, Cave Trolls and Final Guards. If things get too rough, don't be afraid to use potions to restore your HP. There's always a Magical Ticket if you need to escape back to town.



**2** Open the box on the right side of the room to obtain an MP Max Up. Absorb the Volaticus glyph in the middle of the courtyard, a skill that allows for the power of flight. It should completely replace the Magnes glyph for most situations. While you're here, defeat the Winged Skeletons in the area until you obtain their Fidelis Alate glyph. Once you have it, turn on Volaticus and fly to the roof. Move into the gap you see there. Clear out the Bugbears here to safely access the boxes in the room. You'll find a Heart Max Up, MP Max Up, Blue Drops, and Sun Ring inside them.



**089 LILITH** "Tempt her victims by exploiting their most secret fantasies."

Point	EXP	HP	ATK	DEF	MND
4	188	366	66	0	30

ITEM DROP	GLYPH DROP
Pudding	5%

The former girlfriend of biblical Adam has somehow made her way into Dracula's pad, a common hangout for lovely ladies, I suppose. You'll find her use of heartfelt kisses less than welcoming; they inflict the curse ailment on a successful hit. Attack the floating hearts to nullify them entirely.

**102 WINGED SKELETON** "An Image of death given wings to soar through the night sky."

Point	EXP	HP	ATK	DEF	MND
0	1	30	87	0	0

ITEM DROP	GLYPH DROP
-	Fidelis Alate
-	1%

This sibling of the Winged Guard is stronger than their counterpart, but they still fall quickly to basic attacks. Their single worthwhile asset is the Fidelis Alate glyph that they drop. It summons a Winged Skeleton that acts as an ally in combat. Absorbing additional Alate glyphs improves the familiar's power, eventually summoning three guardians instead of one.

**103 FINAL KNIGHT** "The elite warrior sees intruders as its quarry."

Point	EXP	HP	ATK	DEF	MND
8	573	666	100	100	0

ITEM DROP	GLYPH DROP
Knight Leggings	4%
Knight Cuirass	2%

Like the Great Knight, this jumble of walking steel is very large and easy to target. However, the Final Knight has an additional attack up his sleeve—a ground tremor that causes a black wave to fire towards you. Double jump over it and come back down with the attack of your choice. As always, the Nitesco glyph is recommended.



087

## CAVE TROLL

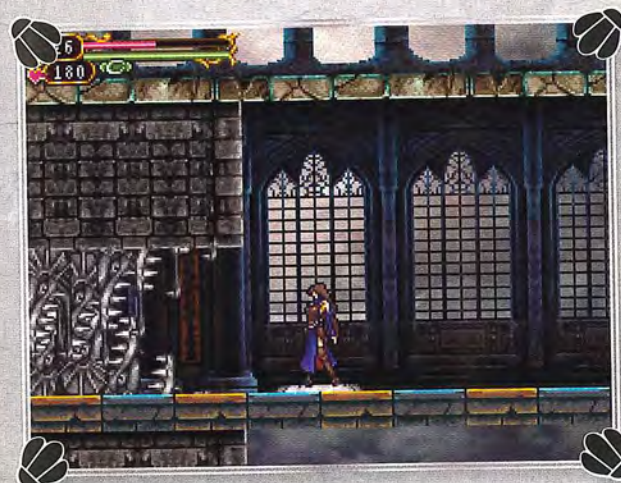
"This beast extracts cow entrails with its tongue."



Point	EXP	HP	ATK	DEF	MND
4	199	310	60	0	0

At the end of the day, Cave Trolls are certainly not the easiest creatures to fight. They are fast, powerful, and seemingly unpredictable. They have one major weakness though; they are vulnerable to the Morbus glyph's curse ailment. Once cursed, Cave Trolls move at a quarter of the speed they did before, leaving them open to stronger attacks from your Melio Falcis or Nitesco glyphs. It isn't always necessary to use Morbus against them, since firing Nitesco from a distance usually does the trick.

- 3 Room #1 contains a white switch on its floor. Jump on it to open up an alternate path to the Library. No items are found along the way, but it's worth heading out this direction to increase your map percentage.



4

Obtain the **Heart Max Up** in room #8, and then exit out towards the east door in room #12 (don't enter it). Jump up to the small ledge above the door and attack the east wall, a **Judgment Ring** is hidden in the wall. Now move up to the north end of the room. The center of the roof is another breakable wall. Slash at it with the Melio Falcis and fly inside with Volaticus. Within it is four boxes containing **Gold Ore**, **Diamond**, **Onyx**, and the **World Ring**.



5

The treasure boxes sitting behind the blue portal walls are acquire by entering the wall with Paries, and then moving up and around to the backside of the box's cubby. A **Super Potion** and **MP Max Up** are inside them. When you've procured all of the items in the area, make your way up to the northwest room. Make use of the Save Point inside and prepare for the final fight!



121

## DRACULA

"The true master of the castle, and the prince of evil."



Point	EXP	HP	ATK	DEF	MND
0	0	9999	160	13	13

Dracula, the warped personality of the once good-natured Mathias Cronqvist, abandons his throne to make a meal out of Shanoa. As the great clash between good and evil starts, enter your inventory and base your equipment around dealing heavy holy damage (the element Dracula is weak against). Equip two Nitesco glyphs and supplement them with the intelligence-boosting Sapiens Fio. The Diamond and Magician Rings can also be equipped to further improve the spell's damage output. On a second sleeve, equip the Scutum glyph in one hand and Nitesco in the other. This set is specifically designed to defend against the vampire's assault.

At the onset of combat, the prince of darkness has three attack types he cycles through in the same pattern: his hellfire (the first used), dark inferno (the second), and fatal rain (the third). His hellfire attack is a stream of micro fireballs that discharge from Dracula's silhouette. The best way to avoid it is to nullify the fireballs with an attack. If you're using the Nitesco glyph, use the beam in a sweeping motion to nullify the flames (jump and fire a beam at his head, then as you land, crouch to lower the beam's trajectory to hit the low fireballs). It's also possible to use the Vol or Melio Scutum shields to absorb these shots. If neither ability is being used, jump into the air and use the dive kick (double jump, then press  $\downarrow + \square$ ) to repeatedly hop on top of the fireballs. The dark inferno consists of a barrage of larger fire bolts the slowly spiral away from him. Crouch under the high bolts and jump to avoid the lower ones. If you're using the Nitesco glyph, fire a beam during your jumps to damage the Count. Lastly, his fatal rain is a spray of green projectiles that fall from the sky. Stand directly next to Dracula when he performs the shot. Once the beams have left his body, jump and slash at Vlad's head.



Dracula stops teleporting as his HP reaches its halfway point. During this phase his attack set changes to a mix of physical attacks, magic, and summoning spells. The first attack to watch for is his crescent moon kick, which he performs just after he lifts his leg. Back away from him to avoid it. Another technique summons a stream of bats towards you. The wave starts high at first, then diverts to a lower position as it progresses. Follow the stream as it moves towards the count's body, and then crouch just before it lowers below head level. He also summons vicious wolves that run around the room looking for stuff to bite. Attack these wolves with your weapon to knock them out of commission.



One of Dracula's trickiest options is his retreating teleport. After disappearing, the Count either returns to the center of the screen, or rushes forward with the soul steal grab, which absorbs HP and adds it to his own. The trailing afterimage he leaves behind telegraphs which option he uses. Purple means the soul steal is coming, while blue indicates his return to the stage's center. When he performs his soul steal attack, double jump away from him to dodge the incoming grab.

The prince of evil also uses an upgraded version of his fatal rain technique. After the initial bolts fire into the sky, each shot individually comes raining down towards your current location. You can avoid this spell by continually walking any direction, but this is difficult to do if Dracula or a wall is in the way. In addition to this, the bloodsucker occasionally uses the soul steal technique or summons wolves during the fatal rain. To deal with this combination of problems, use the sky-shielding Scutum to nullify the raining bolts. You can still jump or fire with your other hand while your shield is up, so killing wolves and dodging attacks shouldn't be a problem.



When Dracula's HP drains to zero, a short exchange between Dracula and Shanoa occurs. When he faces the screen and begins to charge for a spell, enter your inventory screen. The magic he's preparing for inflicts fatal damage if the casting process is allowed to complete. To stop it, use the glyph union magic available only when the three glyphs of Dominus are equipped:

**Dominus Hatred**, **Dominus Anger**, and **Dominus Agony**. Equip all three abilities and press  $\uparrow + \vee$  to cast the ultimate spell. Dracula will fall after its use, along with the spell's user...



Dracula's Castle



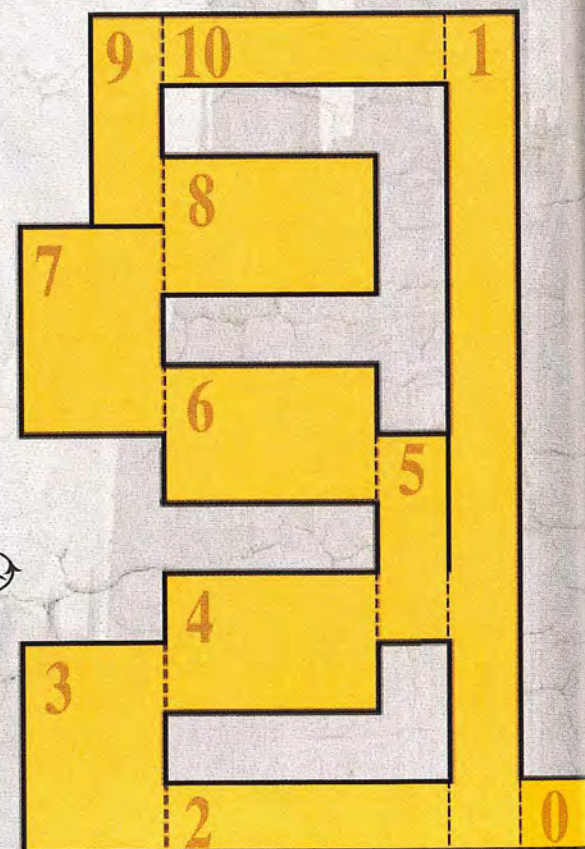
# Training Hall

The Training Hall is a high-impact obstacle course with the uncanny ability to weed out frail warriors. The goal upon entering is to simply make it to its end, where the Redire glyph and a rare item box are located. This item box holds the powerful Robe Decollete armor that's unobtainable anywhere else.

Nothing but Magnes is needed to complete the stage. The only rule is that the glyph of flight, Volaticus, cannot be used here. For the most part, your wits and perfectly timed jumps are the only assets at your disposal, but that doesn't mean there aren't things you can do to make it easier. The Training Hall's most prominent trap is a powerful flamethrower. Any damage you take during this course will most likely come from this trap. You can substantially reduce the HP lost from it by equipping the Ruby Pins, a head item that protects against fire elemental damage. If you're having trouble finishing this area, pick this item up in Jacob's shop.

Room	Enemy	Item
0	-	-
1	-	Redire
	-	Rare Box
	-	Common Box
2	-	-
3	-	-
4	Nova Skeleton	-
	Nova Skeleton	-
	Double Hammer	-
	AutomatonZX26	-
5	-	-
6	-	-
7	-	-
8	AutomatonZX26	-
9	-	-
10	-	-

Common Box	Rare Box
Gold Ore	Robe Decollete
Diamond	Alexandrite
Onyx	Super Potion
High Potion	Super Tonic



## Walkthrough

### Room #2

The swinging axes can be passed by waiting for them to line up into a specific position. When the top axe swings to the right, and the bottom axe is far to the left, run under the top axe, and then jump over the bottom one. Repeat this pattern two more times to safely pass.



### Room #3

Leap up to the platform on the west end of the room. When the surrounding flamethrowers shut down, jump up to the northeast platform.

There's a platform running along a rectangular track to the east. When it's near the bottom half of its track, double jump over to it. As the platform reaches the northwest corner of the track, jump to the west platform.

Finally, wait for the flamethrowers on the roof to stop shooting flames, then double jump as far as you can to the west. Immediately activate Magnes to cling to a rod to the north. Fling yourself upwards to find a ledge and a doorway.



### Room #4

Ignore the Double Hammers and take the platform north. When you reach the top, jump up to the ledge and wait for the moving platform to appear to your right. Drop down to it and begin to crouch (to clear the spikes on the roof). Jump up to the ledge when the platform passes the spikes.



After leaving the moving platform, the goal is to catch up to it before it moves out of sight. Drop into the pit and walk a bit to your right. Jump and use the Melio Falcis glyph union to break the three Bone Pillars. Quickly jump up to where they were and continue east. Before the platform moves too far away, slide through the gap in the wall out to where the Nova Skeleton is located. Jump up to the left ledge and use it to reach the moving platform above you. If done right, you should be able to reach the next door.



### Room #5

Don't bother going through the east door, it's a trick that drops you to the beginning of the stage. Your goal is instead to use the magnet points at the center of the flaming rings to move to the top of the room. Instead, wait for a gap to appear in the rings of fire rotating above you. When you see one, jump through it and use Magnes to cling to the magnet at its center.





From there, wait for the gap in the flames to appear southeast from your position. As it's about to move into place, press **△** on the directional pad to move into the safe zone, then release the **R** button to fling yourself towards the center of the upper ring of fire. Immediately press **R** again to cling to the magnet at the ring's center. Repeat this process two more times to reach the top of the room.



## Room #6

Slide out of the gap near the top of the long wall. Press **R** as you start to fall to cling to the nearby magnet. Hold **△** and release **R** to purposely launch yourself into the wall; after dropping past it, double jump left and press **R** to attach to the next rod. Do this again until you reach a vertical shaft. Stick to the rod here and hold **△**. When the flamethrower to your right shuts down, fling yourself northeast and immediately press **R** to attach yourself to the magnet. Quickly press and hold **△** to move away from the vertical flames. Release **R** when the burner turns off.



## Room #7

Jump your way up to the second platform north from the doorway. When the west burner stops spewing flames, double jump left (don't worry if the platform starts moving to the right). It's hard to see, but there is a platform to land on.



Here's the tricky part. The gear just to the left of the nearby flamethrower has a magnet on it. It's rotating with the gear, causing it to occasionally be obstructed by the wall it's attached to. To get to it, wait for both the magnet to appear and the flame thrower to shut off, then jump and cling to the rod. Quickly press **↓** then fling yourself north to reach another rod, any hesitation results in the gear dragging you into the spikes on the wall.

At the top of the vertical wall, jump to the floating platform when the flamethrowers around it settle. Jump again to the next wall.

Attach to the magnet hanging next to the three vertical burners. Press **←** and wait for all three burners to shut down, then release **R** to swing over to the doorway.

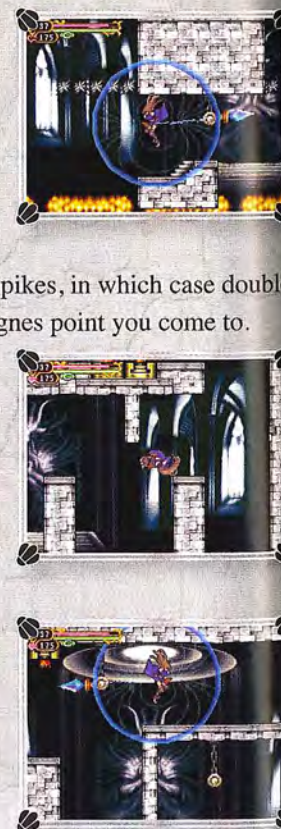


## Room #8

Use Nitseco to destroy the Automatons in the room. After they are out of the way, jump to the nearest platform and attach to the rod there. Hold **←** then release **R** to rocket to the east. Your flight path should clear the roof of spikes, in which case double jump up and attach to the Magnes point you come to.

As you're hovering in the air, hold **←** and release **R** again to fling into a small wall. Double jump when you fall passed the wall to reach the platform.

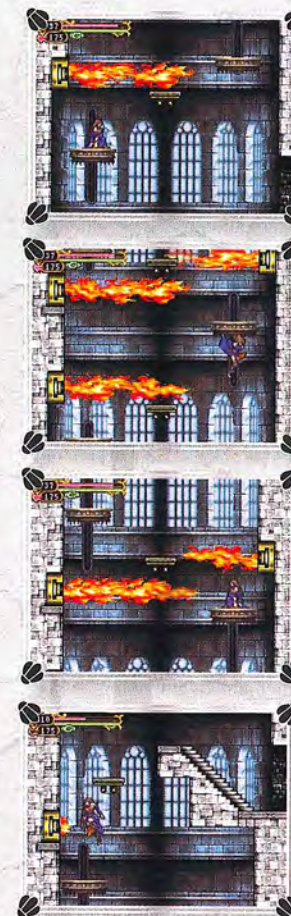
Double jump up to the top floor of the room. Cling to the magnet and press **→**. When the flamethrowers stop burning, fling to the left. Do the same thing again when you come to a larger row of burners.



## Room #9

As the first platform begins to rise, crouch to avoid the flames above you. When the burner shuts down, quickly jump up to the center floating platform. You won't be able to stand on this platform for more than a second; the burner to your left is about to fire. Regardless of whether or not the platform to your right is low enough, immediately jump to the right, then double jump straight up to land on the platform as it lowers.

Immediately crouch when you land on the platform. Wait for the burner above you to shut down, then jump to the northwest platform. Here's the hard part. The goal is to make it up to the north platform. The burner to your left shuts down periodically, but you have to wait for the left platform to start moving downward before you can jump. It doesn't look like you can make it, but once you land on the left platform, double-jump up to the next.



## Room #10

This room contains several ditches with flamethrowers protecting them. Wait for the burner below to dissipate, then jump down and quickly proceed out of the ditch. To safely pass the second ditch, wait for the flames to dissipate, then drop and walk to the center of the ditch (where the gap in the roof is above you). Just before the flames ignite, jump, and then perform a late jump again in mid air to avoid falling on the fire.



Similar to the last ditch, wait for the fire to burn out, then proceed to the Magnes rod in the vertical shaft. Use it to hang over the flames until they shut down. Finally, jump out to the magnet hanging above the flamethrowers and cling to it. Hold **△** until the burners shutdown, then release **R** to fling to the underside of the wall. Double jump up to the doorway when you recover.



## Room #1

There's an item box just as you enter the room, but that doesn't mean the traps are gone. Whenever you drop into the pits in the room, hold **R** to cling to any magnets you approach along the way. This keeps you from running into spikes moving horizontally across the pit. The only time where you can't use Magnes to save yourself from damage is the final pit, which has a magnet directly within the spike's movement path. To consistently avoid taking damage from it, morph into a robot with the Arma Machina glyph. You'll plow through any spikes you run into without harm.



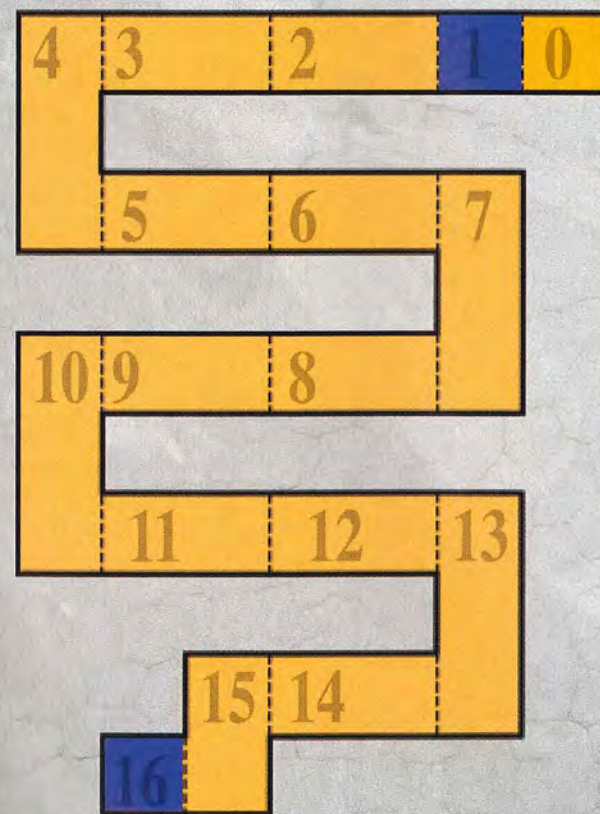
## Alexandrite

The rare stone needed for Laura's final quest, Alexandrite, randomly appears within the rare box at the end of this dungeon. It's far easier to obtain it here than it is in the Large Cavern.



# Large Cavern

The almighty Large Cavern is an endurance course of back-to-back monster encounters. Each brawl takes place in a sealed off room that can't be escaped until after every enemy has been defeated. The ultimate goal is to reach and overcome the cavern's final challenge, Jiang Shi, who guards a rare treasure box with items that can't be found anywhere else.



Room	Enemy	Item
0	-	-
1	-	-
2	Cave Troll	-
	Tin Man	-
3	Demon Lord	-
4	-	Common Box
5	Double Hammer	-
6	Weapon Master	-
7	-	Common Box
8	Double Hammer	-
9	Weapon Master	-
10	-	Common Box
11	Tin Man	-
	Demon Lord	-
12	Double Hammer	-
	Weapon Master	-
13	-	Common Box
14	Jiang Shi	-
15	-	Rare Box
	-	Common Box
16	-	-

Common Box	Rare Box
Gold Ore	Alexandrite
Diamond	Minerva Mail
Onyx	Minerva Mask
High Potion	Minerva Greaves

## Something to Aim For

As mentioned, the rare box at the end of this area randomly drops one of four items. One of them, Alexandrite, is rare, but also obtainable in the Training Hall. The other three items, the Minerva equipment, cannot be procured in any other way. They are quite powerful, boasting stats that arguably make them the best pieces of armor available. Since the item dropped is random, and since the box is located at the very end of the course, you're going to be spending a lot of time here hunting for these items alone.

There's also the matter of Jiang Shi, a Chinese ghost with the ability to summon smaller ghosts. He holds the rare Fidelis Mortus familiar glyph. It isn't difficult to drain the ability from him, so there's no need to make multiple trips through the Large Cavern on his behalf.



**106** "The only thing more dangerous than a giant hammer is two."

### DOUBLE HAMMER

Point	EXP	HP	ATK	DEF	MND
15	1600	2000	180	50	0
ITEM DROP		GLYPH DROP			
Gold Ore	8%	-	-	-	-

An armored gladiator that uses hammers as stilts. Though incredibly powerful when they manage to land a hit, their combat philosophy leaves a lot to be desired. Double jump over them when they charge at you, then attack their backside when you land. Repeat this pattern until they explode into tiny shards of metal.

**107** "Uses any manner of weapon as easily as a part of its own body."

### WEAPON MASTER

Point	EXP	HP	ATK	DEF	MND
18	2000	3000	180	80	0
ITEM DROP		GLYPH DROP			
Gold Ore	8%	-	-	-	-

The violent antics of the Weapon Master's varied attacks are confidence crushing at times, but there are ways to avoid them. His first attack is his boomerang blade, which he throws twice in succession. Double jump over the first blade, then as it returns to its user, crouch under it. Reverse your actions when he throws the second blade; duck under it at first, then double jump over it as it curves back towards you. When he jumps into the air and throws two blades, never walk under him. Instead back away and stand in between the flight path of the blades. He also jumps forward with a spinning hammer strike. Dodge it by back dashing away from him. Finally, when his HP reaches a critical state, the Weapon Master starts to throw several swords in five directions. The only consistent way of avoiding this is to nullify the blades he throws with your own attacks. The Nitesco glyph is good for this, but if you want a safer option, shield yourself with the Melio Scutum.



# Preparation

Completing the Large Cavern is no easy task. The creatures here hit hard, move fast, and can take a lot of punishment. There are also no Save Points here, meaning no easy ways to restore HP. Careful preparation is the only way of making it through the dangers that lie ahead.

Above all else, your initial equipment needs to be geared towards improving your defense rating. You may want to equip the Platinum Plate, Valkyrie Greaves, and the Knight Helm (if available). Your accessory slots should be saved for the Strength, Magician, or Diamond Rings, which are used to help supplement whatever weapon you're using. You should use a build that revolves around the Nitesco glyph, which is very effective against Tin Men, Cave Trolls, Double Hammers, and Weapon Masters. Nitesco is especially effective with Volaticus, the glyph of flight, which allows you to fly around the room and avoid attacks that are normally difficult to dodge.

In regards to keeping your HP high and your item usage low, use the downtime after a cleared room to regenerate your life with the Refectio glyph. Equip the Emperor Ring along with it to increase the HP healed to +2 points a second. The process is still slow, but with some patience, you'll always be at full strength before every room.



## Room #2

Take caution upon entering the room, a giant stream of Tin Men charge you as you drop to the floor. Immediately perform Nitesco's glyph union attack to quickly clear them away.

Equip intelligence building equipment and a Diamond Ring to ensure Nitesco destroys the bots as quickly as possible. When they're out of the way, attack the Cave Trolls in the room with constant Nitesco shots.



## Room #3

To avoid a potentially difficult situation, only fight one Demon Lord at a time. After the first appears, stay on the east end of the room until he's defeated. This ensures that the second demon doesn't interfere with your fight, since he doesn't appear until you move towards the center of the room. In addition to the above, never let them cast their powerful Globus spell. If either demon starts the casting sequence, absorb the glyph to stop the attack altogether.



## Room #5

Whenever the Double Hammer marches towards you, double jump over his head and attack his back with Nitesco shots. When he turns back around, repeat the process until he's been eliminated.



## Room #6

Use the Volaticus ability to fly over the Weapon Master's boomerang blades. Fly behind him and attack to score hits before he recovers. When he starts using his jumping attacks, drop to the ground to avoid them as normal.



## Room #8

Equip the Volaticus ability along with two Nitesco glyphs. Fly over and around both Double Hammers and attack their backs with Nitesco blasts. Start moving away if either knight starts to charge you. Make it a point to never end up in a position where you're surrounded by them.



## Room #9

Arguably the hardest room, dealing with two Weapon Masters takes a little patience. Activate Volaticus and fly in front of them until it looks like one is going to throw their blade boomerang. After they launch their attack, fly to their backside and shoot at them. As with the last room, make sure to never end up in a position with both Weapon Masters surrounding you.



## Room #11

Similar to the first room of the dungeon, enter by destroying the Tin Man assault with a Nitesco glyph union attack. A Demon Lord appears as you proceed further into the room, nothing you haven't dealt with already.



## Room #12

Focus on destroying the Double Hammer first. Activate Volaticus and start firing Nitesco at him. Fly over his head the second he starts to charge you, but never position yourself between both the Double Hammer and the Weapon Master. If you have to, fly out to the other side of the Weapon Master and wait for the Double Hammer to move towards you. When he's finally been killed, focus your attention on the Weapon Master.



"This blood-sucking creature crossed the sea from the East."

## Room #14: JIANG SHI



Point	EXP	HP	ATK	DEF	MND
30	2525	6500	240	0	0
ITEM DROP			GLYPH DROP		
—			Fidelis Mortus	100%	

Despite the difficulty getting to him, Jiang Shi is a pushover in comparison to any room with a Weapon Master in it. Your objective is to not only defeat the ghost, but to also absorb his Fidelis Mortus glyph. His only potent attack is the blue orbs he summons, which homes in on your location. Activate Volaticus and fly away from Jiang Shi's position to draw the orbs away, and then fly back to him and attack. The Nitesco glyph is extremely effective against him because of his weakness towards the fire and holy elements. If he ever starts casting his summoning spell during your attack, land and begin the absorption process to obtain Fidelis Mortus. If at any point he summons an overwhelming number of orbs, you can use a shield glyph (like Melio Scutum) to dissipate them entirely.



Once Jiang Shi is defeated, a yellow paper is slapped to his forehead, sealing his soul away. Attacking and destroying the paper releases the monster, restarting the boss fight from scratch. Use this to your advantage to either repeatedly gain EXP, or to absorb his glyph for the sake of improving your Fidelis Mortus familiar.





# The Crypt

Dracula, a man keen on concealing money in candlesticks and torches, evidently has an unnatural love for hiding things. The same treatment applies to hidden game modes within almost every *Castlevania* game. Welcome to The Crypt, a compilation of the various hidden, and not so hidden, modes playable in *Castlevania: Order of Ecclesia*. Once you have completed the game for the first time, return to this section for a bit of info on the new modes that open.

## Choosing Between the Two Endings

There are two types of endings to Shanoa's quest, one that's bad, and one that's better. The single factor that determines what ending you get is the rescue of Wygol's Villagers. Rescuing every villager before the battle against Albus (in the Mystery Manor) leads you to the good ending. Missing a single villager before this point guides you to the fake ending. Since it's often interesting to check out both versions of the ending, you may not want to save the final villager, Irina, until you've seen the fake ending. Once you've had a chance to watch it, reload your save file, rescue Irina, and then return to the Mystery Manor to put yourself on track towards the true conclusion.



## Race Mode & Practice Mode

A competitive mode playable over the DS Wi-Fi connection, Race Mode presents you with three obstacle courses to challenge with a friend. The goal is to reach the end of the course with a score higher than your opponent's. Your final score is based on a number of factors. The amount of HP you have by the end of the course translates directly into points, so the more HP the better. You also receive points based on how quickly you reach the end of the stage, and for the type of enemies you defeat. The final factor is the bonus category, which goes up one point for every heart you cross the finish line with.

Before accepting a challenge, it's advised that you learn each of the three courses using Practice Mode. This enables you to find the best route to take in each course, and to experiment with item combinations that may work well during a race. Speaking of useful item combinations, you may want to equip the Winged Boots, Death Ring, and the Lovers Ring. The Winged Boots speed up your movement, making it easier to get to the finish line in a timely manner. The Lovers Ring doubles the amount of hearts obtained from heart items, which drastically increases your score on courses 1 and 3. The Death Ring, though risky, ensures that you don't have to consume hearts on glyph unions to speedily defeat monsters. Keep these options in mind when you decide to challenge competitors over a wireless connection.



### Race Mode Notes

1. Your status menu cannot be accessed during a race.
2. All items equipped to Shanoa in the selected save file carry over to Race Mode. The only exception is the **R** button glyph slot, which is always occupied by Mages.
3. Your maximum HP is reduced to 520 to ensure point distribution is fair.
4. You can only hold a maximum of 100 hearts.

### Race Mode Items

Item	Effect
Boots	Improves Shanoa's running speed.
Feather	Drastically increase Shanoa's jump height.
Shield	Grants temporary invulnerability.
Skull and crossbones	Randomly chooses 1 of the following effects: +100 to max HP, causes stone status, curse status, or poisons you.

### Enemy Point Values

Name	Value
Bitterfly	16
Scarecrow	28
Bone Pillar	56
Mad Butcher	105
Balloon	110
Evil Force	122
Tin Man	128
Bat	176
Bone Archer	185
Hammer Shaker	225
White Dragon	276
Nova Skeleton	300
Cave Troll	331

## Hidden Game Modes

### NEW GAME+

After completing the game, a special bat symbol appears next to that save file with the word "Clear" on it. Selecting the bat symbol starts a New Game+ file. This mode restarts the game from the beginning with the items and experience you earned from the original file. This unique mode is helpful for getting multiples of items that normally only appear once throughout the game. New Game+ can also be used with Hard Mode files, a function that greatly improves your chances of surviving the boost in difficulty.

Note that some key items and glyphs will not be transferred over to the new game. This includes relics, the three glyphs of Cerberus, the Dominus glyphs, Volaticus, and the Mages glyph.





## HARD MODE

A special mode that is unlocked after completing the game, Hard Mode is essentially Shanoa's quest with a major difficulty increase. The damage that enemies inflict is bumped up to 1.5%, and Shanoa's attack power drops to 90% of what it was. In addition to this, many enemy positions change (noted in the walkthrough room data), along with the attack patterns some enemies use. For example, the bats in the Monastery's **room #2** repeatedly spawn regardless of how many you kill. This is a trait they never had before.

There are three different versions of Hard Mode, each with a specific experience level cap that can't be surpassed; level 1, level 50, and level 255. Hard Mode level 255 is not available until you link your DS to the *Castlevania: Judgment* game, or until Hard Mode level 1 has been completed. Beating Hard Mode level 1 also gives you the Queen of Hearts cap, a piece of armor that reduces your heart consumption by half!



## Connect to Your Wii



As mentioned, an alternate way of unlocking Hard Mode level 255 is to connect with the Wii version of *Castlevania: Judgment*. This also unlocks the Queens of Hearts item, which is absurdly powerful if you manage to unlock it during your first time running through the game.

## ALBUS MODE

It is possible to play as the hawk-eyed Albus once the game has been completed. To use him, simply start a new game and select his name from the list that appears. Albus cannot gain items or equipment like Shanoa—he doesn't even have a status menu. You are limited to level-ups and HP/Heart/MP Max Ups to boost his stats. Despite this, he's already loaded with a powerful arsenal of gun shots and swift movement options. His warp ability in particular is extremely fun to play with.



### Albus' Controls

Command	Technique	Notes
(B)	Jump	Press (B) again during jump for a second jump.
(Y)	Regular Shot	Hold button down to fire rapidly.
(X)	Optical Shot	Deals light Damage.
(A)	Quadruple Ignis	Uses three Hearts. Deals fire damage.
(R)	Torpor Crystal	Deals ice damage.
(L)	Back dash	Can be canceled into attacks.
↑ + (Y)	Max Shot	Deals lightning, dark, and curse damage.
↑ + (L)	Super Jump	A very high jump.
Touch Screen	Warp	Cannot be performed into walls.

## BOSS RUSH MODE

Completing Shanoa's storyline unlocks Boss Rush Mode, a timed endurance test against back-to-back fights with boss enemies. Your objective is to safely reach the end of the course as fast as possible. When completed, items are awarded based on your clear time. The lower your time, the better the rewards are.



### Boss Rush Rules & Info

- A yellow portal appears just after a boss is destroyed. Enter the light and press ↑ to move on to the next fight.
- When challenging boss Rush mode, the maximum level Shanoa can be is 50, regardless of the level she's at within your original save file.
- The item for a worse clear time is awarded if you've already obtained the reward for a lower time. For example, if you've already acquired the Arrow Helm on course 1, getting a clear time of 5 minutes or less awards you with the Sword Helm.
- When there are no more unique items to win, Potions are awarded for successfully defeating every boss.
- Any and all items used in boss rush mode reappear in your inventory once a course is completed.

### Course 1

Rewards	
4 Minutes	R. Eye of Devil
5 Minutes	Arrow Helm
6 Minutes	Sword Helm
7 Minutes	Rapier Helm
8 Minutes	Lance Helm
9 Minutes	Hammer Helm

#### Enemy 1 Arthroverta



#### Enemy 2 Brachyura



#### Enemy 3 Maneater



#### Enemy 4 Rusalka



#### Enemy 5 Goliath



#### Enemy 6 Gravedorcus



#### Enemy 7 Albus



#### Enemy 8 Barlowe





Course 2

Rewards	
4 Minutes	L. Eye of God
5 Minutes	Shield Helm
6 Minutes	Knife Helm
7 Minutes	Sickle Helm
8 Minutes	Axe Helm

Enemy 1  
Blackmore



Enemy 2  
Eligor



Enemy 3  
Death



Enemy 4  
Dracula



General Boss Rush Tips

Remember that items in your save file's inventory are also usable in boss rush. They are not permanently removed from that file when used in boss rush, so there's no risk in using expensive potions or items (like Super Potions).

Defeating bosses as fast as possible is your biggest priority, so you will probably want to equip the Royal Crown, Barbarian Belt, and Barbarian Shoes to raise your ATK. In addition to this, you should also equip the Death Ring in situations where you are sure you can't be attacked. Since opening your menu and equipping an item doesn't run the clock, you can equip or remove the ring as often as you like without wasting time.

If you're looking to play boss rush mode for competitive reasons (to beat a friend's time for instance), or if you simply like torturing yourself, the only way to go is to keep the Death Ring on for the majority of the course. You can also use the Arma Custos glyph to give yourself an even bigger ATK boost, which increasingly raises your STR rating the lower your HP is. Reduce your HP by initially wearing the Dominus Agony glyph against the first couple of bosses, which periodically deals 66 damage to Shanoa in exchange for a massive stat boost. Relying on this ability combo involves a lot of risk, but there is no faster way to defeat bosses.

Eligor Tip



Fighting Eligor's multiple body parts is normally time consuming. However, you don't have to deal with most of them if you have the Volaticus glyph. Wait for him to kneel down and use his crossbow attack, then fly over his body to his backside. You may take a hit as he returns his sword to its original position, but you'll end up in a position where you can immediately attack Eligor's head.



Glyphs

Name	ATK	MP	Quantity	Start Up	Attribute	Location
1	2	3	4	5	6	7
Vol Confodere	11	10	1	8		Dullahan
Melio Confodere	15	15	1	8		Dracula's Castle: Melio Confodere
Secare	8	5	1	12		Bone Scimitar
Vol Secare	14	10	1	12		Giant's Dwelling
Melio Secare	20	15	1	12		Spectral Sword

- 1 Glyph Name** – The label for the said glyph.
- 2 ATK** – The attack power of the glyph in question. This value contends with an enemy's DEF rating to formulate the damage dealt with your weapon.
- 3 MP** – The amount of Magic Points expended when a glyph is used.
- 4 Quantity** – All projectile-firing glyphs can only have a specific number of bullets on screen at a single time. This limit affects how fast the weapon can fire. The value listed here shows the exact number of projectiles a glyph can fire at one time. Take note that a 1 is automatically placed here if the glyph is handheld weapon.
- 5 Start Up** – The exact number of animation frames it takes for the glyph's attack to occur. In short, the lower this value is, the faster the glyph's attack comes out. Glyph's with a large wind up period tend to have higher ATK values, while faster glyphs suffer from lower ATK values to make up for their speed.
- 6 Attribute** – The type of damage the glyph inflicts. Enemies that show a weakness towards a glyph's element take 1.5 times more damage than normal.
- 7 Location** – The glyph's position.

Hand Glyphs

Shanoa has no need for real swords. Her entire arsenal revolves around the glyph system, magic imbued symbols that allow her to summon weapons in an instant. The variety of spells and weapons at her disposal is vast, so selecting the ideal weapon may come with difficulty. Use the following information to make raw comparisons between glyphs you're interesting in or to locate any glyphs you don't have yet.



Name	ATK	MP	Quantity	Start Up	Attribute	Location
Confodere	6	5	1	8		During Ecclesia tutorial.
Vol Confodere	11	10	1	8		Dullahan
Melio Confodere	15	15	1	8		Dracula's Castle: Melio Confodere
Secare	8	5	1	12		Bone Scimitar
Vol Secare	14	10	1	12		Giant's Dwelling
Melio Secare	20	15	1	12		Spectral Sword
Hasta	9	5	1	14		Spear Guard
Vol Hasta	16	10	1	14		Tristis Pass
Melio Hasta	23	15	1	14		Dracula's Castle: Barracks
Macir	10	5	1	16		Ruvas Forest
Vol Macir	18	10	1	16		Misty Forest Road
Melio Macir	25	15	1	16		Hammer Shaker



Name	ATK	MP	Quantity	Start Up	Attribute	Location
Arcus	6	15	5	8		Bone Archer
Vol Arcus	9	15	5	8		Somnus Reef
Melio Arcus	9	25	5	8		Misty Forest Road
Ascia	8	15	2	8		Axe Knight
Vol Ascia	12	30	2	8		Somnus Reef
Melio Ascia	16	45	2	8		Great Knight
Falcis	11	5	1	16		Minera Prison Island
Vol Falcis	19	10	1	16		Miss Murder
Melio Falcis	28	15	1	16		Arms Depot
Culter	3	8	3	8		Monastery
Vol Culter	3	16	4	8		Red Smasher
Melio Culter	3	24	8	8		Arms Depot
Scutum	0	5	1	4	—	Kalidus Channel
Vol Scutum	0	5	1	4	—	Lizardman
Melio Scutum	0	5	1	4	—	Arms Depot
Redire	4	10	3	8		Training Hall
Cubus	5	20	4	8		Monastery
Torpor	10	20	2	8		Wygol Village
Lapiste	17	20	1	8		Dracula's Castle: Underground Labyrinth
Pneuma	14	25	1	0		Tymeo Mountains
Ignia	9	25	2	8		Fire Demon
Vol Ignis	7	40	1	8		Dracula's Castle: Underground Labyrinth
Grando	8	25	2	8		Sea Demon
Vol Grando	27	40	1	8		Tristis Pass
Fulgur	5	25	1	8		Thunder Demon
Vol Fulgur	3	40	3	8		Minera Prison Island
Luminatio	8	25	2	8		Lighthouse
Vol Luminatio	20	40	1	8		White Fomor
Umbra	13	25	1	8		Black Fomor
Vol Umbra	23	40	2	8		Mystery Manor
Morbus	12	25	1	8		Mechanical Tower
Nitesco	9	20	1	8		Nova Skeleton
Acerbatus	22	44	1	8		Albus
Globus	8	50	4	8		Barlowe, Demon Lord
Dextro Custos	18	16	1	8		Dracula's Castle: Library
Sinestros Custos	18	16	1	8		Dracula's Castle: Mechanical Tower
Dominus Hatred	66	66	1	8		Minera Prison Island event
Dominus Anger	66	66	2	8		Giant's Dwelling event

# Back Glyphs

More often than not, glyphs placed on Shanoa's back offer support abilities instead of additional attack options. Many of these glyphs drastically improve her mobility, allowing her to fly, run like the wind, or even walk through walls. Other back glyphs revolve around drastically increasing a specific statistic.

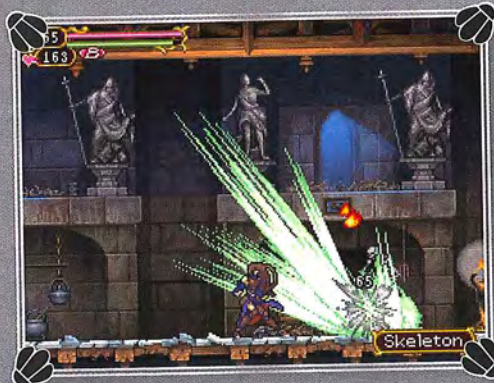


Name	MP	Location	Effect
Magnes	5	Monastery	Enables Shanoa to cling to magnetized rods.
Paries	5	Dracula's Castle: Library	Allows Shanoa to pass through walls wherever a blue portal is found.
Volaticus	20	Dracula's Castle: Final Approach	Conjures a pair of wings that enable Shanoa to fly.
Rapidus Fio	80	Dracula's Castle: Underground Labyrinth	Increases Shanoa's movement speed. Wind shield created during movement also inflicts minor damage.
Vis Fio	80	Dracula's Castle: Mechanical Tower	Temporarily increases STR, improving physical glyphs.
Fortis Fio	80	Kalidus Channel	Temporarily increases CON and physical resistance.
Sapiens Fio	80	Oblivion Ridge	Temporarily increases INT and the effects of magical glyphs.
Fides Fio	80	Tymeo Mountains	Temporarily increases MND and magic resistance.
Felicem Fio	80	Dracula's Castle: Underground Labyrinth	Temporarily boosts Luck.
Inire Pecunia	80	Tristis Pass	Raises the maximum amount of money obtainable from a destroyed enemy or object.
Arma Felix	80	Black Panther	Morphs Shanoa into a lady cat.
Arma Chiroptera	80	Werebat	Morphs Shanoa into a succubus.
Arma Machina	80	AutomatonZX27	Morphs Shanoa into an automaton. May smash spikes when in this form.
Refectio	80	Dracula's Castle: Library	Slowly regenerates 1 HP every second.
Arma Custos	80	Dracula's Castle: Arms Depot	Increases STR rating based on the amount of HP available. The lower your HP amount, the higher the STR improvement.
Fidelis Caries	80	Necromancer	Summons Zombies.
Fidelis Alate	80	Winged Skeleton	Summons Winged Skeletons.
Fidelis Polkir	80	Polkir	Summons a laser firing Polkir.
Fidelis Noctua	80	Owl	Summons an Owl.
Fidelis Medusa	80	Medusa Heads	Summons Medusa Heads.
Fidelis Aranea	80	Skull Spider	Summons a poisonous Skull Spider.
Fidelis Mortus	80	Jiang Shi	Summons tiny Chinese ghosts.
Dominus Agony	66	Event at Mystery Manor	Increases CON, INT, MND, and LCK + 66, but drains 66 HP every second it's activated.



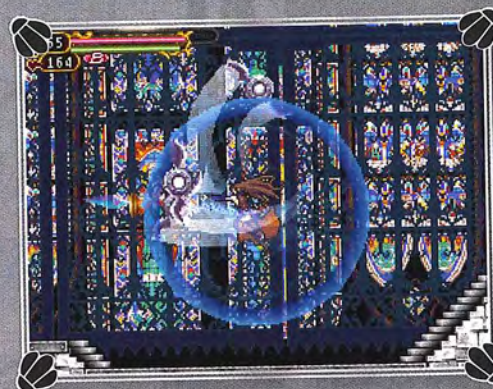
## Double Wind Wave!

If its Glyph Union attack wasn't enough of a clue, the Pneuma glyph shares many similarities to a famous fighting game character's attacks. It's possible to perform a very familiar special attack when using two Pneuma glyphs together. When they are equipped, quickly press **Y** then **X** with no delay between inputs. When done as fast as possible, the two wind waves combined to create a giant blade of wind.



## Ride the Redire Wave

The Redire glyph's spinning blades happen to be magnetized, a unique property that enables the Magnes glyph to cling to them as they are flying. This humorous ability allows Shanoa to fly while rapidly throwing blades. To do it, equip two Redire blades, then hold the **R** button to activate Magnes. With the magnetic field up, start throwing Redire blades by alternating between both attack buttons (**X** **Y** **X**...). If done correctly, Shanoa should throw Redire blades while flying into the air.



## Glyph Union Magic

At the expense of Hearts, inputting the command **↑ + Y** or **(X)** executes the powerful glyph union magic. The attack initiated depends entirely on the glyphs equipped in Shanoa's hands. Some specific combinations have unique glyph union spells, while other combos without an exclusive technique strike with a default special attack. The following section is a list of the glyph unions available and the glyph combinations needed to perform them.

### ANY INVALID COMBINATION

Attack Power: 25  
Cost: 5 Hearts



### SWORD + SWORD

Attack Power: 45  
Cost: 15 Hearts



### SICKLE + SICKLE

Attack Power: 45  
Cost: 15 Hearts



### LANCE + LANCE

Attack Power: 26 x 3  
Cost: 15 Hearts



### RAPIER + RAPIER

Attack Power: 13 x 3  
Cost: 15 Hearts



### HAMMER + HAMMER

Attack Power: 45  
Cost: 15 Hearts



### AXE + AXE

Attack Power: 45  
Cost: 15 Hearts



### KNIFE + KNIFE

Attack Power: 3 x 30  
Cost: 30 Hearts





### ARROW + ARROW

Attack Power: 4 x 88  
Cost: 30 Hearts



### WEAPON + ICE

Attack Power: 47  
Cost: 15 Hearts



### WEAPON + WIND

Attack Power: 9 x 6  
Cost: 15 Hearts



### WEAPON + DARK

Attack Power: 22 x 2  
Cost: 15 Hearts



### WEAPON + NITESCO

Attack Power: 43  
Cost: 15 Hearts



### WEAPON + FIRE

Attack Power: 25 x 2  
Cost: 15 Hearts



### WEAPON + LIGHTNING

Attack Power: 10 x 5  
Cost: 15 Hearts



### WEAPON + EARTH

Attack Power: 55  
Cost: 15 Hearts



### WEAPON + LIGHT

Attack Power: 40  
Cost: 15 Hearts



### FIRE + ICE

Attack Power: 22 x 2  
Cost: 20 Hearts



### LIGHT + DARK

Attack Power: 80  
Cost: 50 Hearts



### WIND + WIND

Attack Power: 16 x 6  
Cost: 20 Hearts



### SCUTUM + SCUTUM

Attack Power: 0  
Cost: 20 Hearts



### DOMINUS HATRED + DOMINUS ANGER + DOMINUS AGONY

Attack Power: 9999  
Cost: Instant Death



### LAPISTE + LAPISTE

Attack Power: 55  
Cost: 15 Hearts



### NITESCO + NITESCO

Attack Power: 15 x 3  
Cost: 20 Hearts






















# The Armory


























## Items

It has long been assumed that the undead only have a stomach for blood and brains, a popular belief that's been questionable ever since Jonathan Morris stumbled upon a bakery in Dracula's castle. Even now the Count's love for fine dining lives on through his female minions, who frequently sneak pastries back to their graves in mass quantities. Ghouls on the other hand have developed a strange taste for rotten milk, a love not shared by Shanoa or any other hunters brave enough to try it.

Welcome to the item list, a collection of healing, material, and food items noted for your benefit. Look over the data presented here to find item locations or effects for anything you may be interested in.

Name	Location	Effect
 Potion	Abram Quest 1	50
 High Potion	Abram Quest 3	200
 Super Potion	Abram Quest 4	5000
 Tonic	Abram Quest 1	MP +100
 High Tonic	Abram Quest 3	MP +200
 Super Tonic	Rare Treasure Box in Training Hall	MP +5000
 Heart Repair	Abram Quest 3	Hearts +30
 Magical Ticket	Various common boxes, also in shop	Instantly warps Shanoa to Wygol village.
 Anti-Venom	Abram Quest 2	Cures Poison
 Uncurse Potion	Abram Quest 2	Cures Curse
 HP Max Up	Various stages	Raises max HP amount permanently.
 MP Max Up	Various stages	Raises max MP amount permanently
 Heart Max Up	Various stages	Raises max Heart amount permanently
 Meat	Store item, Wygol boxes	HP +29

Name	Location	Effect
 Tasty Meat	Rare treasure item, also in Dracula's Castle	HP +290
 Thick Steak	Aeon Quest 3	HP +800
 Raw Killer Fish	Killer Fish	HP +80
 Rice Ball	Flea Man	HP +26
 Mushroom	Tymeo Mountains	HP +38
 Corn Soup	Aeon Quest 1	HP +30
 Minestrone	Aeon Quest 1, in shop	HP +130
 Curry	Aeon Quest 3, in shop	HP +400
 Ramen Noodles	Aeon Quest 2, in shop	HP+ 200
 Cream Puff	Dracula's Castle: Library	HP +30
 Pudding	Lilith	HP +35
 Mocha Éclair	Irina Quest 1	HP +50
 Tart Tatin	Irina Quest 2	HP +120
 Choco Souffle	Curse Diva	HP +200
 Crepes Suzette	Draculina	HP +220
 Croque Monsieur	Ladycat	HP +210

Name	Location	Effect
 Schnitzel	Mystery Manor	HP +230
 Eisbein	In breakable ledge just before door to Final Approach.	HP +350
 Killer Fish BBQ	Aeon Quest 2	HP +450
 Salt	Forneus, Needles	HP +1
 Mint Sundae	Dracula's Castle: Arms Depot	Hearts +10
 Milk	Wygol Village boxes	Hearts +4
 Coffee	Wygol Village boxes	Hearts +6
 Earl Grey	Grave Digger	Hearts +5
 Darjeeling Tea	Rare Treasure Box in Monastery	Hearts +5
 Red Drops	Serge Quest 1	Increases Fire attribute +1000
 Blue Drops	Serge Quest 2	Increases Ice attribute +1000
 Green Drops	Serge Quest 3	Increases Wind attribute +1000
 White Drops	Skeleton Cave	Increases Holy attribute +1000
 Black Drops	Anna Quest 1	Increases Dark attribute +1000
 Amanita	Tristis Pass	Deals 100 damage to Shanoa
 Rotten Meat	Zombie	Deals 200 damage to Shanoa
 Spoiled Milk	Ghoul	Deals 400 damage to Shanoa
 Record 1	Blue box in Monastery	Plays classic Vampire Killer track
 Record 2	George Quest 1	Plays classic Stalker track
 Record 3	George Quest 1	Plays classic Wicked Child track
 Record 4	George Quest 2	Plays classic Walking on the Edge track
 Record 5	Monastery	Plays classic Heart of Fire track
 Record 6	George Quest 2	Plays classic Out of Time track
 Record 7	George Quest 3	Plays classic Nothing to Lose track
 Record 8	George Quest 3	Plays classic Black Night track

Name	Location	Effect
 Mouse	Found in Kalidus Channel during Anna's 2nd Quest	-
 Cat Collar	Obtained from Laura during Anna's 3rd Quest	-
 Camera	Marcel Quest 1	Used to take photos 1, 2, and 3.
 Photo 1	Marcel Quest 1	-
 Photo 2	Marcel Quest 2	-
 Photo 3	Marcel Quest 3	-
 Poor Photo	Take a photo of nothing with the "Camera"	-
 "Frontier" Issue 1	Marcel Quest 1	-
 "Frontier" Issue 2	Marcel Quest 2	-
 "Frontier" Final	Marcel Quest 3	-
 Sketch Book	Daniela Quest 1	-
 Lighthouse Art	Daniela Quest 1	-
 Waterfall Art	Daniela Quest 2	-
 Church Art	Daniela Quest 3	-
 Horse Hair	Nightmare	-
 Eagle Feather	Altair	-
 Black Ink	Dark Octopus	-
 Cotton Thread	Common Box in Monastery and Ruvas Forest	-
 Silk Thread	Arachne	-
 Cashmere Thread	Misty Forest Road, White Fomor	-
 Sage	Common box in Minera Prison Island	-
 Chamomile	Common box in Somnus Reef	-
 Rue	Common box in Tymeo Mountains	-
 Mandrake Root	Mandragora	-
 Merman Meat	Lorelai	-
 Zircon	Merman, common box item	-



Name	Location	Effect
 Lapis Lazuli	Rare Treasure in Monastery, Minera Prison Island, and Tymeo Mountains	-
 Chrysoberyl	Rare Box in Tymeo Mountains.	-
 Ruby	Rare Box in Tymeo Mountains.	-
 Sapphire	Rare Box in Somnus Reef	-
 Emerald	Rare Box in Tristis Pass	-
 Onyx	Tristis Pass	-
 Diamond	Rare Box in Argila Swamp	-
 Alexandrite	Rare Box in Training Hall and Large Cavern	-
 Copper Ore	Common box item, Spear Guard	-
 Iron Ore	Common box item, Rock Knight	-
 Silver Ore	Common box item, Automation ZX27	-
 Gold Ore	Common box item, Tin Man	-
 VIP Card	Spend 100,000 gold at Jacob's shop	Lower price of shop items by 20%.
 Konami Man	Minera Prison Island (breakable wall)	-
 Twinbee	Kalidus Channel (breakable wall)	-
 Vic Viper	Somnus Reef (breakable wall)	-
 Phonograph	George Quest 2	-


















Name	Location	Effect
 Arthro Medal	Defeat Arthroverta without taking damage.	-
 Skeleton Medal	Defeat Giant Skeleton without taking damage.	-
 Brachyura Medal	Defeat Brachyura without taking damage.	-
 Maneater Medal	Defeat Maneater without taking damage.	-
 Rusalka Medal	Defeat Rusalka without taking damage.	-
 Goliath Medal	Defeat Goliath without taking damage.	-
 Gravedo Medal	Defeat Gravedorcus without taking damage.	-
 Albus Medal	Defeat Albus without taking damage.	-
 Barlowe Medal	Defeat Barlowe without taking damage.	-
 Wallman Medal	Defeat Wallman without taking damage.	-
 Blackmore Medal	Defeat Blackmore without taking damage.	-
 Eligor Medal	Defeat Eligor without taking damage.	-
 Death Medal	Defeat Death without taking damage.	-
 Dracula Medal	Defeat Dracula without taking damage.	-

## Armor















Here lies the armor database, a collection of the many odd and awe-inspiring items that Shanoa can wear. The information provided is geared towards helping you obtain the gear that best meets your needs. Finding the right armor is like selecting the perfect wine for a meal, what works in one situation may not handle well in another. If you are an aggressive player with a penchant for violence, the STR increasing Barbarian Belt, Royal Crown, and Barbarian Shoes are the way to go. If instead your focus is protection, equip the Platinum Plate, Knight Helm, and Plat Leggings for the highest DEF boost. There are many items that stand well on their own, like the Royal Crown and Robe Decollete, which offer well rounded stats that work with a variety of equipment builds. Use this section as a reference for building equipment sets for your future endeavors.

## Body Armor

Vampire hunters tend to wear a lot of odd things in their profession. This stays true for Shanoa, who apparently has no qualms with wearing a Party Dress to a long night of Zombie slaying. Despite appearances, wearing clothes like a Wedding Dress into combat is far more practical than you would think...Especially when the emotionless Shanoa doesn't feel any shame.










Name	ATK	DEF	STR	CON	INT	MIND	LCK	Attribute	Location	Effects
 Casual Clothes	0	1	0	0	0	0	0	-	Shanoa starts with this equipped	-
 Military Wear	0	5	0	0	0	0	0		Rare Box item in Minera Prison Island	Reduces the damage received from slash attacks.
 Rubber Suit	0	5	0	0	0	0	0		Rare Treasure Box in Minera Prison Island	Reduces damage received from strike attacks.
 Reinforced Suit	0	8	2	0	0	2	0	-	Somnus Reef	-
 Body Suit	0	12	0	1	1	0	0	-	Tristis Pass	-
 Leather Cuirass	0	5	0	0	0	0	0	-	Shop Item	-
 Copper Plate	0	8	0	0	0	0	0	-	Eugen Quest 1	-
 Iron Plate	0	18	0	0	0	0	0	-	Eugen Quest 1	-
 Silver Plate	0	28	0	0	0	0	0	-	Eugen Quest 2	-
 Gold Plate	0	40	0	0	0	0	0	-	Eugen Quest 3	-
 Platinum Plate	0	55	0	0	0	0	0	-	Eugen Quest 3	-
 Mirror Cuirass	0	25	0	0	0	0	0		Gorgon Head	Protects against petrification.
 Heart Cuirass	0	25	0	0	0	0	0	-	Dracula's Castle: Mechanical Tower	When taking damage, hearts are lost instead of HP.
 Barbarian Belt	0	0	10	-10	0	0	0	-	King Skeleton	-






























	Knight Cuirass	0	28	0	15	0	8	0	-	Final Knight	-
	Crimson Mail	0	15	2	0	0	3	0	-	Fire Demon	-
	Valkyrie Mail	0	25	4	0	0	5	0		Dracula's Castle: Barracks	Protects against the poison ailment.
	Minerva Mail	0	40	8	0	0	7	0		Rare box in Large Cavern	Protects against the curse status effect.
	Cotton Dress	0	7	0	0	1	3	0	-	Monica Quest 1	-
	Silk Dress	0	15	0	0	2	5	0	-	Monica Quest 2	-
	Sequined Dress	0	12	0	0	3	7	2	-	Monica Quest 1	-
	Empire Dress	0	20	0	0	5	7	0	-	Monica Quest 2	-
	Corset Dress	0	20	0	0	6	12	0	-	Monica Quest 2	-
	Party Dress	0	24	0	0	3	9	0	-	Monica Quest 3	-
	Wedding Dress	0	26	3	0	2	15	0	-	Monica Quest 3	-
	Robe Decollete	0	32	0	0	6	30	5	-	Rare Box in Training Hall	-




## Head Wear

Aside from their statistic additions, helmets and hats often come with a helpful array of useful effects. For example, the Treasure Hat increases the appearance rate of rare item boxes. The Onyx Pins, on the other hand, improves ones defense against the dark arts. There's even an item with the unusual ability to slow down time itself!

	Name	ATK	DEF	STR	CON	INT	MIND	LCK	Attribute	Location	Effects
	Eye for Decay	0	0	0	0	0	0	0	-	Peeping Eye	Allows you to see breakable walls.
	L. Eye of God	0	0	0	0	0	0	0	-	Boss Rush Mode	View an enemy's remaining HP instead of the damage dealt.
	R. Eye of Devil	0	0	0	0	0	0	0	-	Boss Rush Mode	Slows the game's speed down.
	Cotton Hat	0	1	0	0	0	0	0	-	Monastery	-
	Garbo Hat	0	5	0	0	2	2	3	-	Daniela Quest 1	-
	Treasure Hat	0	0	0	0	0	0	0	-	Daniela Quest 2	Increases chance of rare treasure box appearance by 20%.
	Dowsing Hat	0	0	0	0	0	0	0	-	Daniela Quest 3	Makes a beeping noise if a hidden blue box is nearby.
	Traveler's Hat	0	7	0	3	2	3	0	-	Rare Box in Tristis Pass	-
	Ribbon	0	0	0	0	0	0	10	-	Anna Quest 3	-
	Cabriolet	0	2	0	0	2	1	0	-	Minera Prison Island	-

Name	ATK	DEF	STR	CON	INT	MIND	LCK	Attribute	Location	Effects
 Babushka	0	3	0	0	1	2	0	-	Shop	-
 Caprine	0	4	0	0	1	1	0	-	Box in Giant's Dwelling	-
 Crochet	0	5	0	0	3	4	0	-	Appears in shop after Goliath's defeat	-
 Barbarian helm	0	0	5	-5	0	0	0	-	Skeleton Beast	-
 Knight Helm	0	10	0	5	0	3	0	-	Great Knight	-
 Crimson Mask	0	4	1	0	0	0	0	-	Box in Tymeo Mountains	-
 Valkyrie Mask	0	6	2	0	0	0	0	-	Dracula's Castle: Mechanical Tower	-
 Minerva Mask	0	8	3	0	0	3	0	-	Rare Treasure Box in Large Cavern	-
 Ruby Pins	0	0	0	0	3	0	0		Shop Item after Laura Quest 2	Reduces the damage received from fire magic.
 Sapphire Pins	0	0	0	0	3	0	0		Shop Item after Laura Quest 2	Reduces the damage received from ice magic.
 Emerald Pins	0	0	0	0	3	0	0		Shop Item after Laura Quest 2	Reduces the damage received from lightning magic.
 Diamond Pins	0	0	0	0	5	0	0		Shop Item after Laura Quest 3	Reduces the damage received from holy magic.
 Onyx Pins	0	0	0	0	5	0	0		Shop Item after Laura Quest 3	Reduces the damage received from dark magic.
 Stephanie	0	1	0	0	8	8	0	-	Draculina	-
 Royal Crown	0	5	5	5	5	5	5	-	Laura Quest 4	-
 Sword Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "sword" regardless of attacks equipped.
 Rapier Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "rapier" regardless of attacks equipped.
 Lance Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "lance" regardless of attacks equipped.
 Hammer Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "hammer" regardless of attacks equipped.
 Arrow Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "arrow" regardless of attacks equipped.
 Axe Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "axe" regardless of attacks equipped.
 Sickle Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "sickle" regardless of attacks equipped.








Name	ATK	DEF	STR	CON	INT	MIND	LCK	Attribute	Location	Effects
 Knife Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "knife" regardless of attacks equipped.
 Shield Helm	0	5	0	0	0	0	0	-	Boss Rush Mode	Enables the Glyph Union "shield" regardless of attacks equipped.
 Queen of Hearts	0	12	7	0	7	0	7	-	Obtained when Hard Mode is cleared	Heart consumption is reduced by 1/2

## Boots

















The road to Dracula's Castle can be hard on an adventurer's feet, with the many stony roads and spike-laden traps encountered along the way. For this very reason, shoe sales in Jacob's shop have hit an all time high. Take a look at the data below before making a purchase; your feet will thank you for it later.

Name	ATK	DEF	STR	CON	INT	MIND	LCK	Attribute	Location	Effects
 Moonwalkers	0	0	0	0	0	0	0	-	Tyemo Mountains	Makes wearer invulnerable while back dashing. Also increases the distance traveled.
 Mercury Boots	0	0	0	0	0	0	0	-	Dracula's Castle: Underground Labyrinth	Slightly improves movement speed.
 Winged Boots	0	0	0	0	0	0	0	-	Irina Quest 3	Greatly improves movement speed.
 Combo Boots	0	0	0	0	0	0	0	-	Appears in shop after Maneater is defeated	Increases damage dealt with dive kicks by +1 for each consecutive kick done before landing.
 Sandals	0	1	0	0	0	0	0	-	Monastery	-
 Sabrina Shoes	0	2	0	0	0	1	0	-	Shop	-
 Cossack Boots	0	3	0	0	0	2	0	-	Shop	-
 Baggy Boots	0	4	0	0	0	3	0	-	Appears in shop after Maneater is defeated	-
 Battle Boots	0	4	2	0	0	0	0	-	Appears in shop after Maneater is defeated	-
 Ghillie Boots	0	5	0	0	0	3	0	-	Appears in shop after Goliath is defeated	-
 Cavalier Boots	0	7	0	0	0	4	0	-	Appears in shop after Goliath is defeated	-
 Iron Leggings	0	4	0	0	0	0	0	-	Eugen Quest 1	-
 Silver Leggings	0	9	0	0	0	0	0	-	Eugen Quest 2	-
Gold Leggings	0	14	0	0	0	0	0	-	Eugen Quest 3	-
Plat Leggings	0	20	0	0	0	0	0	-	Eugen Quest 3	-

 Barbarian Shoes	0	0	5	-5	0	0	0	-	King Skeleton	-
 Knight Leggings	0	12	0	4	0	2	0	-	Great Knight	-
 Crimson Greaves	0	6	1	0	0	0	0	-	Fire Demon	-
 Valkyrie Greaves	0	8	2	0	0	0	0	-	Dracula's Castle: Library	-
 Minerva Greaves	0	10	3	0	0	3	0	-	Rare Box in Large Cavern	-

## Accessories

Necklaces, rings, and earrings have a special place in the world of *Castlevania*. Jewelry endows the wearer with special enchantments and powers. These abilities are so unique, that a single accessory can change the entire outcome of a situation. The Tower Ring, for instance, enables Shanoa to take hits without being stunned or knocked away. Items like the Thief Ring greatly improve the chances of an enemy dropping a rare item. Pay close attention to accessories procured and their various effects. You might find a few here of interest to you.

Name	ATK	DEF	STR	CON	INT	MIND	LCK	Location	Effects
 Protect Ring	0	6	0	0	0	0	0	Rare Box in Minera Prison Island	-
 Resist Ring	0	0	0	0	0	6	0	Rare Box in Kalidus Channel	-
 Fool Ring	0	0	-3	-3	-3	-3	7	Monastery	-
 Magician Ring	0	0	-2	0	5	0	0	Kalidus Channel (hidden blue box)	-
 Priestess Ring	0	0	-2	5	-2	5	0	Minera Prison Island	-
 Empress Ring	0	0	2	-3	2	-3	0	Tyemo Mountains	-
 Emperor Ring	0	2	0	0	0	0	0	Tyemo Mountains	Increases recovery effects of healing items by 25%.
 Hierophant Ring	0	2	0	0	0	0	0	Misty Forest Road	Increases acquired EXP by 1.5%.
 Lovers Ring	0	2	0	0	0	0	0	Tristis Pass	Doubles the amount of hearts received.
 Chariot Ring	0	0	3	3	-2	-2	0	Tristis Pass	-
 Justice Ring	0	2	0	0	0	0	0	Monastery (destroy all falling cubus blocks)	For every 3,000 enemies defeated, STR is increased by 1.
 Hermit Ring	0	0	-2	-2	3	3	0	Oblivion Ridge	-
 Fortune Ring	0	0	0	0	0	0	0	In Mystery Manor, use Arma Machina to break spikes in dark room	Increases Luck rating +1 for every hour of time you play.
 Strength Ring	0	0	5	0	-2	0	0	Defeat the Tin Man in Minera Prison Island	-
 Hangedman Ring	0	2	0	0	0	0	0	Dracula's Castle: Library	Prevents heavy recovery period when dropping great heights.
 Death Ring	0	0	44	44	44	44	0	Dracula's Castle: Mechanical Tower	Grants massive stat boost, but any damage taken results in instant death.



Name	ATK	DEF	STR	CON	INT	MIND	LCK	Location	Effects
Temperance Ring	0	1	1	1	1	1	1	Giant's Dwelling	-
Devil Ring	0	0	0	0	0	0	0	Tymeo Mountains	For 10,000 damage received, CON is increased by 1.
Tower Ring	0	0	-10	-10	-10	-10	-10	Minera Prison Island	Allows Shanoa to take hits without being stunned by them.
Star Ring	0	0	0	0	0	0	0	Dracula's Castle: Underground Labyrinth	Increases MP recovery rate.
Moon Ring	6	1	6	3	6	3	0	Dracula's Castle: Barracks	Status increases during nighttime. Based on DS internal clock.
Sun Ring	6	1	6	3	6	3	0	Dracula's Castle: Final Approach	Status increases during daytime. Based on DS internal clock.
Judgement Ring	0	0	0	0	0	0	0	Dracula's Castle: Final Approach	Improves Glyph Union magic power by 50%.
World Ring	0	0	0	0	0	0	0	Dracula's Castle: Final Approach	Decreases MP consumption to 50% of normal. Lowers to 25% if two World Rings are worn.
Archer Ring	0	0	0	0	0	0	0	Rare Treasure Box in Tymeo Mountains	Increases the power of archery type glyphs.
Blow Ring	0	0	0	0	0	0	0	Rare Treasure Box in Skeleton Cave	Increases the power of the strike attribute.
Wind Ring	0	0	0	0	0	0	0	Rare Treasure Box in Somnus Reef	Increases the power of the slash attribute.
Ruby Ring	0	0	0	0	0	0	0	Laura Quest 2	Increases the power of the flame attribute.
Sapphire Ring	0	0	0	0	0	0	0	Laura Quest 2	Increases the power of the ice attribute.
Emerald Ring	0	0	0	0	0	0	0	Laura Quest 2	Increases the power of the lightning attribute.
Diamond Ring	0	0	0	0	0	0	0	Laura Quest 3	Increases the power of the light attribute.
Onyx Ring	0	0	0	0	0	0	0	Laura Quest 3	Increases the power of the darkness attribute.
Heart Earrings	0	0	0	0	0	0	0	Anna Quest 2	-
Gold Ring	0	0	0	0	0	0	0	Rare Treasure Box in Kalidus Channel	Raises the maximum amount of money it's possible to obtain from enemies or objects.
Miser Ring	0	0	0	0	0	0	0	Rare Treasure Box in Dracula's Castle	Your status increases depending on how much money you have.
Lucky Clover	0	0	0	0	0	0	3	Laura Quest 1	-
Thief Ring	0	0	0	0	0	0	7	Rare Treasure Box in Dracula's Castle	Increases the drop rate of rare items.
Master Ring	0	0	0	0	0	0	0	Speak to Nikolai after all quests are completed	Increases the rate of attribute point acquisition by double.

## Relics

The priceless items held in golden boxes are known as relics. These function as permanent abilities that don't use up equipment slots. You'll find that they are mostly used to access new areas you couldn't reach before. No need to actively search for them, they are pretty much handed to you as your progress through the game.

Name	Location	Function
Lizard Tail	Initially Available	Slide by pressing $\downarrow$ + $\text{B}$ .
Serpent Scale	Lighthouse	Move freely underwater.
Glyph Sleeve	Minera Prison Island	Hold $\text{A}$ and press $\text{L}$ or $\text{R}$ to swap glyphs.
Ordinary Rock	Skeleton Cave	Jump a second time while in midair.
Glyph Union	Initially Available	Combine two glyphs by inputting $\uparrow$ + $\text{Y}$ or $\text{X}$ .
Book of Spirits	Monastery	Displays enemy names as you attack.





# Bestiary

**006** "A nearly-complete mobile robot. Mode No. 27." Dracula's Castle: Mechanical Tower

**1** **2** **3** **4** **5**

Point	EXP	HP	ATK	DEF	MND
6	7	8	9	10	11
ITEM DROP			GLYPH DROP		
12. er Ore			14. ma Machina		

**001** "A bloodsucking bat that lurks in the dark." Monastery, Ruvas Forest

Point	EXP	HP	ATK	DEF	MND
1	1	1	4	0	0
ITEM DROP			GLYPH DROP		

**002** "A lively animated corpse, magically brought to life." Monastery

Point	EXP	HP	ATK	DEF	MND
1	1	9	6	0	0
ITEM DROP			GLYPH DROP		
Rotten Meat			5%		

## Enemy Example

- Enemy Number**
- Enemy Name** – your foe's name.
- Description** – Brief details about your adversary.
- Location** – The enemy's homestead.
- Damage Types** – There are 10 types of damage in *Order of Ecclesia*:



Icons in this section indicate whether a foe is susceptible to certain damage types, or resistant to others. Damage types that deal extra damage to a given foe are highlighted with a red icon. In these cases the enemy's defense parameter is ignored and the damage inflicted is 1.5 times higher than the norm. Damage types that a given foe resists, taking 25% of the normal damage inflicted, will be highlighted with a blue icon.

- Point** – The amount of attribute points obtained when they enemy is defeated. Only the attribute type used to inflict the finishing blow increases.
- EXP** – The experience points acquired when the monster is eliminated. The amount earned can be increased by equipping the Hierophant Ring.
- HP** – The enemy's hit point value. Your enemy dies when this number reaches 0.
- ATK** – Your adversary's attack rating. The higher the number, the stronger their attacks are. Shanoa's DEF and CON stats reduce the damage dealt from this statistic.
- DEF** – The monster's defense rating. For most monsters, this is low or nonexistent, meaning your weapons will strike for full damage (i.e. if your attack rating is 100 and you hit an enemy with 0 DEF, you will do 100 damage).
- MND** – The enemy's mind rating. Affects the enemy's ability to defend against elemental-based glyphs.
- Item Drops** – Most creatures drop special items after their defeat, the top being a common item, while the bottom is rare. Whether an item drops or not is dependant on the item's drop percentage and Shanoa's Luck rating at the time of the enemy's defeat.
- Glyph Drop** – The glyph the enemy carries.
- Drop percentage** – The percentage chance that an item or glyph will drop when an enemy is killed. For every 1 point of Luck Shanoa acquires, an additional 0.5% is added to the item's drop percentage. Glyphs with a 100% drop rating must be obtained by other means (i.e. by waiting for the enemy to perform a specific attack, and then absorbing the glyph that appears).

**003** "A skeletal corpse controlled by magic. One of many." Ecclesia, Monastery

**SKELETON**

Point	EXP	HP	ATK	DEF	MND
1	3	12	5	0	0
ITEM DROP			GLYPH DROP		

**005** "An apparition whose chilling wail stops men cold." Monastery

**BANSHEE**

Point	EXP	HP	ATK	DEF	MND
1	4	3	7	0	0
ITEM DROP			GLYPH DROP		

**007** "A carnivorous and disturbingly agile fish creature." Kalidus Channel

**SEA STINGER**

Point	EXP	HP	ATK	DEF	MND
1	1	6	13	0	0
ITEM DROP			GLYPH DROP		

**009** "A heavily-armored warrior with an equally heavy axe." Ruvas Forest, Minera Prison Island

**AXE KNIGHT**

Point	EXP	HP	ATK	DEF	MND
1	9	23	15	0	0
ITEM DROP			GLYPH DROP		
Copper Ore			5%		
			Ascia		
			12%		

**011** "This aquatic hunter spots prey from the water before leaping." Kalidus Channel

**MERMAN**

Point	EXP	HP	ATK	DEF	MND
1	8	17	16	0	0
ITEM DROP			GLYPH DROP		
Meat			5%		
Zircon			3%		

**004** "The reanimated ghost of a horse killed on the battlefield." Monastery

**GHOST**

Point	EXP	HP	ATK	DEF	MND
1	3	5	5	0	0
ITEM DROP			GLYPH DROP		

**006** "A skeleton warrior. Strangely, it fights with genuine courage." Monastery, Ruvas Forest

**BONE SCIMITAR**

Point	EXP	HP	ATK	DEF	MND
1	5	17	8	0	0
ITEM DROP			GLYPH DROP		
			Secare		
			15%		

**008** "An evil, soul-sucking spirit that paralyzes its victims." Ruvas Forest, kalidus Channel

**NOMINON**

Point	EXP	HP	ATK	DEF	MND
1	7	16	12	0	0
ITEM DROP			GLYPH DROP		

**010** "This plant's diet of blood results in odd mutations." Ruvas Forest, Argila Swamp

**UNE**

Point	EXP	HP	ATK	DEF	MND
1	1	1	14	0	0
ITEM DROP			GLYPH DROP		

**012** "Uses black magic to make and control corpses." Ruvas Forest

**NECROMANCER**

Point	EXP	HP	ATK	DEF	MND
1	7	22	13	0	0
ITEM DROP			GLYPH DROP		
			Fidelis Caries		
			100%		



**013** "An archer who attacks with bone and arrows."  
**BONE ARCHER** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
1	5	18	14	0	0
ITEM DROP		GLYPH DROP			
-		Arcus		12%	

**014** "An armored warrior wielding a long lance."  
**SPEAR GUARD** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
1	9	24	16	0	0
ITEM DROP		GLYPH DROP			
Copper Ore		5%		Hasta 12%	

**015** "A magician who gave up his soul to gain invisibility."  
**INVISIBLE MAN** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
1	15	70	18	0	0
ITEM DROP		GLYPH DROP			
-		-			

**016** "A rare, water-dwelling creature."  
**GELSO** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	4	14	16	0	0
ITEM DROP		GLYPH DROP			
-		-			

**017** "A hard-shelled sea urchin. A questionable delicacy."  
**NEEDLES** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	2	10	17	0	0
ITEM DROP		GLYPH DROP			
Salt		3%		-	

**018** "A fell beast of the underworld."  
**DEMON** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
1	22	44	22	0	13
ITEM DROP		GLYPH DROP			
-		-			

**019** "A violent fish, with a spirit as fossilized as its body."  
**FISHHEAD** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	7	50	24	10	0
ITEM DROP		GLYPH DROP			
Salt		3%		-	

**020** "An octopus creature, tormented by black magic."  
**DARK OCTOPUS** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	18	40	21	0	0
ITEM DROP		GLYPH DROP			
Black Ink		3%		-	

**021** "A ferocious fish. Fetches a high price among epicures."  
**KILLER FISH** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	17	38	22	0	0
ITEM DROP		GLYPH DROP			
Raw Killer Fish		2%		-	

**022** "A demonic sea creature from the oceans of the underworld."  
**FORNEUS** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	19	43	24	0	0
ITEM DROP		GLYPH DROP			
Salt		6%		-	

**023** "A mad scientist created this wonder of artificial biology."  
**THE CREATURE** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
2	90	260	27	0	0
ITEM DROP		GLYPH DROP			
-		-			

**025** "A monstrous spider with a skull-shaped body."  
**SKULL SPIDER** Kalidus Channel, Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
1	20	32	26	10	0
ITEM DROP		GLYPH DROP			
Anti-Venom		8%		Fidelis Aranae 2%	

**027** "An evil demon of the sea, skilled in ice magic."  
**SEA DEMON** Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
2	33	88	27	0	13
ITEM DROP		GLYPH DROP			
-		Grando		100%	

**029** "Those who witness its coming soon know death."  
**NIGHTMARE** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
1	27	44	28	0	0
ITEM DROP		GLYPH DROP			
Horse Hair		8%		-	

**031** "This demon is the master of the consuming flames."  
**FIRE DEMON** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
2	66	111	36	0	13
ITEM DROP		GLYPH DROP			
Crimson Greaves		4%		Ignis 100%	
Crimson Mail		3%		-	

**024** "An evil bird with an acquired taste for human flesh."  
**BLACK CROW** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
1	13	13	25	0	0
ITEM DROP		GLYPH DROP			
-		-			

**026** "Quite a threat, if he only had a brain."  
**SCARECROW** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
1	26	56	30	0	0
ITEM DROP		GLYPH DROP			
-		-			

**028** "A skeleton given wings and made to fly."  
**WINGED GUARD** Minera Prison Island, Tymeo Mountains, Dracula's Castle

Point	EXP	HP	ATK	DEF	MND
0	1	10	26	0	0
ITEM DROP		GLYPH DROP			
-		-			

**030** "A soldier armed with stones and a throwing arm."  
**ROCK KNIGHT** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
1	45	100	31	15	0
ITEM DROP		GLYPH DROP			
-		Iron Ore		8%	

**032** "Invisibility is the creature's cloak, and its weapon."  
**BITTERFLY** Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
1	29	33	27	0	0
ITEM DROP		GLYPH DROP			
-		-			



# 033 SPECTER

"An eternally wandering spirit, consumed by hatred."

Kalidus Channel, Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
1	31	34	29	0	0
ITEM DROP		GLYPH DROP			

# 035 WEREBAT

"A female, half-human bat. How about that."

Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
1	50	99	29	0	0
ITEM DROP		GLYPH DROP			
		Arma Chiroptera 10%			

# 037 ENKIDU

"A lonely artificial monster, its only company a white dragon."

Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
4	250	450	37	0	0
ITEM DROP		GLYPH DROP			

# 039 SKELETON FRISKY

"Leaps boundlessly in a dark dance of the doomed."

Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
1	28	62	33	0	0
ITEM DROP		GLYPH DROP			

# 041 DULLAHAN

"This knight doesn't need a head to hand his enemies theirs."

Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
1	54	88	34	0	0
ITEM DROP		GLYPH DROP			
		Vol Confodere 10%			

# 034 GRAVE DIGGER

"Enjoys his curse vocation because he meets new people."

Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
1	65	150	33	10	0
ITEM DROP		GLYPH DROP			
		Earl Grey 5%			

# 036 BLACK FOMOR

"This monster's tongue dances with dark incarnations."

Misty Forest Road

Point	EXP	HP	ATK	DEF	MND
1	49	66	28	0	0
ITEM DROP		GLYPH DROP			
		Milk 6% Umbra 100%			

# 038 BONE PILLAR

"Created from bleached dinosaur bones, fossilized in the clay."

Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
1	22	200	35	25	0
ITEM DROP		GLYPH DROP			

# 040 SKELETON HERO

"A skeletal savior, foretold since ancient days."

Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
1	50	80	32	0	0
ITEM DROP		GLYPH DROP			

# 042 SKELETON REX

"A fossilized thunder lizard, given life by an evil will."

Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
2	105	184	37	0	0
ITEM DROP		GLYPH DROP			

# 043 WHITE DRAGON

"Dinosaur fossils imbued with an evil spirit."

Misty Forest Road, Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
3	150	200	38	0	0
ITEM DROP		GLYPH DROP			

# 045 LORELAI

"A nymph whose voice and beauty lure victims to a watery grave."

Somnus Reef

Point	EXP	HP	ATK	DEF	MND
1	59	88	34	0	30
ITEM DROP		GLYPH DROP			
		Mermaid Meat 1%			

# 047 DECARABIA

"A five-legged demon servant."

Somnus Reef

Point	EXP	HP	ATK	DEF	MND
3	63	96	40	64	0
ITEM DROP		GLYPH DROP			

# 049 LADYCAT

"A swift-woman, half-monster. Toys with her prey."

Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
1	63	98	36	0	10
ITEM DROP		GLYPH DROP			
		Croque Monsieur 5% Heart Repair 2%			

# 051 CURSE DIVA

"Curses the living with its deadly song."

Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
1	56	44	38	0	0
ITEM DROP		GLYPH DROP			
		Choco Souffle 5%			

# 044 SAINT ELMO

"An evil spirit whose power causes shipwrecks."

Somnus Reef

Point	EXP	HP	ATK	DEF	MND
1	6	13	30	0	0
ITEM DROP		GLYPH DROP			

# 046 EDIMMU

"A snake-like water dweller."

Somnus Reef

Point	EXP	HP	ATK	DEF	MND
1	57	110	35	0	0
ITEM DROP		GLYPH DROP			

# 048 MERMAN

"An aquatic humanoid, known for its violent, territorial ways."

Somnus Reef

Point	EXP	HP	ATK	DEF	MND
1	56	80	37	0	0
ITEM DROP		GLYPH DROP			
		Zircon 5%			

# 050 ECTOPLASM

"A substance that oozes from lingering corpses."

Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
1	55	33	30	0	0
ITEM DROP		GLYPH DROP			
		Uncurse Potion 5%			

# 052 MISS MURDER

"A stealthy and bloodthirsty killer."

Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
1	66	66	40	0	0
ITEM DROP		GLYPH DROP			
		Vol Falcis 12%			



**053** "An animated puppet made by a demon scientist. Model No. 26"

**AUTOMATON ZX26** Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
2	64	64	38	100	0
ITEM DROP		GLYPH DROP			
Iron Ore		15%	-		

**055** "A plant that scatters poisonous spores."

**BALLOON** Tristis Pass

Point	EXP	HP	ATK	DEF	MND
1	40	45	38	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**057** "A shield makes its defenses nearly impenetrable."

**LIZARDMAN** Tristis Pass, Oblivion Ridge

Point	EXP	HP	ATK	DEF	MND
2	119	180	43	15	15
ITEM DROP		GLYPH DROP			
Copper Plate		4%	Vol Scutum		%8

**059** "A mysterious, cowardly legend said to live in snowy mountains."

**YETI** Tymeo Mountains

Point	EXP	HP	ATK	DEF	MND
5	150	166	50	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**061** "The magic that empowers this owl also spurs it to violence."

**OWL** Tristis Pass, Argila Swamp

Point	EXP	HP	ATK	DEF	MND
1	52	69	37	0	0
ITEM DROP		GLYPH DROP			
-		-	Fidelis Noctua		3%

**054** "A skeletal brute armed with a huge club."

**SKELETON BEAST** Giant's Dwelling, Oblivion Ridge

Point	EXP	HP	ATK	DEF	MND
3	190	400	50	20	0
ITEM DROP		GLYPH DROP			
Barbarian Helm		2%	-		

**056** "A female spider. Her bodily fluids are highly toxic."

**ARACHNE** Tristis Pass

Point	EXP	HP	ATK	DEF	MND
1	77	104	40	0	0
ITEM DROP		GLYPH DROP			
Silk Thread		12%	-		

**058** "A ferocious armored beast with steel claws on hand on foot."

**ARMORED BEAST** Tristis Pass

Point	EXP	HP	ATK	DEF	MND
2	133	255	42	0	0
ITEM DROP		GLYPH DROP			
Meat		5%	-		

**060** "This demon manifests its fury in thunderous peals."

**THUNDER DEMON** Tristis Pass

Point	EXP	HP	ATK	DEF	MND
3	133	144	40	0	13
ITEM DROP		GLYPH DROP			
-		-	Fulgur		100%

**062** "Men cursed with lycanthropy develop a taste for blood."

**WEREWOLF** Tristis Pass, Oblivion Ridge

Point	EXP	HP	ATK	DEF	MND
2	120	184	43	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**063** "With broad wings, this eagle bears its charges into battle."

**ALTAIR** Tristis Pass, Oblivion Ridge

Point	EXP	HP	ATK	DEF	MND
1	14	24	40	0	0
ITEM DROP		GLYPH DROP			
Eagle Feather		4%	-		

**065** "A flying monster with a horse's head and a bat's body."

**JERSEY DEVIL** Argila Swamp

Point	EXP	HP	ATK	DEF	MND
1	100	143	46	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**067** "A victim of the parasitic une that leaves une in his steps."

**CHOSEN UNE** Argila Swamp

Point	EXP	HP	ATK	DEF	MND
1	113	190	45	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**069** "A madman with a mechanized saw. Enjoys butchery and sculpting."

**MAD BUTCHER** Mystery Manor

Point	EXP	HP	ATK	DEF	MND
1	113	210	50	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**071** "An evil will, given embodiment through dark karmic forces."

**EVIL FORCE** Minera Prison Island, Mystery Manor

Point	EXP	HP	ATK	DEF	MND
2	113	244	44	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**064** "Those who hear its scream know madness."

**MANDRAGORA** Argila Swamp

Point	EXP	HP	ATK	DEF	MND
1	58	100	47	0	0
ITEM DROP		GLYPH DROP			
Mandrake Root		4%	-		

**066** "A knight who sends a trained owl to attack his enemies."

**OWL KNIGHT** Argila Swamp

Point	EXP	HP	ATK	DEF	MND
2	125	220	49	15	0
ITEM DROP		GLYPH DROP			
Silver Ore		6%	-		

**068** "Once an insectivore, this plant's tastes have broadened."

**STONE ROSE** Oblivion Ridge, Argila Swamp

Point	EXP	HP	ATK	DEF	MND
2	150	260	48	0	0
ITEM DROP		GLYPH DROP			
-		-	-		

**070** "Mocks god with sacrilegious chanting."

**WHITE FOMOR** Mystery Manor, Dracula's Castle: Library

Point	EXP	HP	ATK	DEF	MND
1	99	144	40	0	0
ITEM DROP		GLYPH DROP			
Cashmere Thread		3%	Vol Luminatio		100%

**072** "This sinister little man leaps like a bloodsucking flea."

**FLEA MAN** Oblivion Ridge, Mystery Manor, Dracula's Castle: Castle Entrance, Underground Labyrinth

Point	EXP	HP	ATK	DEF	MND
1	18	30	50	0	0
ITEM DROP		GLYPH DROP			
Rice Ball		2%	-		



**073** "A spirit with a steady diet of dead, rotting flesh."

**GHOUL** Dracula's Castle: Castle Entrance, Library

Point	EXP	HP	ATK	DEF	MND
1	6	66	56	0	0
ITEM DROP		GLYPH DROP			
Spoiled Milk		5%	-		

**075** "A demon turned to stone. Attacks in groups."

**GARGOYLE** Dracula's Castle: Castle Entrance

Point	EXP	HP	ATK	DEF	MND
2	111	130	62	15	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**077** "A black, female panther."

**BLACK PANTHER** Dracula's Castle: Castle Entrance, Library

Point	EXP	HP	ATK	DEF	MND
3	152	168	63	0	0
ITEM DROP		GLYPH DROP			
-		-	Arma Felix	3%	

**079** "The female vampire feasts on the blood of intruders"

**DRACULINA** Dracula's Castle: Library

Point	EXP	HP	ATK	DEF	MND
2	170	266	66	0	30
ITEM DROP		GLYPH DROP			
Crepes Suzette		5%	-	-	-
Stephanie		2%	-	-	-

**081** "Feasts on the precious memories of its victims."

**POLKIR** Dracula's Castle: Underground Labyrinth

Point	EXP	HP	ATK	DEF	MND
2	124	155	64	0	20
ITEM DROP		GLYPH DROP			
-		-	Fidelis Polkir	5%	

**074** "One of the castle's watchmen."

**PEEPING EYE** Dracula's Castle: Castle Entrance

Point	EXP	HP	ATK	DEF	MND
1	66	92	60	0	0
ITEM DROP		GLYPH DROP			
Eye for Decay		1%	-	-	-

**076** "The blood they absorb regenerates all wounds."

**BLOOD SKELETON** Dracula's Castle: Castle Entrance

Point	EXP	HP	ATK	DEF	MND
0	0	99	60	0	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**078** "Poses as treasure to prey on mankind's greed."

**MIMIC** Tristis Pass, Dracula's Castle: Library

Point	EXP	HP	ATK	DEF	MND
6	165	293	80	0	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**080** "A robot with no soul, and thus no fear."

**TIN MAN** Minera Prison Island, Dracula's Castle: Library, Barracks

Point	EXP	HP	ATK	DEF	MND
4	180	256	55	50	0
ITEM DROP		GLYPH DROP			
Silver Ore		4%	-	-	-
Gold Ore		2%	-	-	-

**082** "Holes were drilled in his head to implant psionic powers."

**NOVA SKELETON** Dracula's Castle: Underground Labyrinth, Barracks

Point	EXP	HP	ATK	DEF	MND
1	138	248	80	0	25
ITEM DROP		GLYPH DROP			
-		-	Nitesco	100%	

**083** "The breath of this living statues petrifies human flesh."

**GASHIDA** Dracula's Castle: Underground Labyrinth

Point	EXP	HP	ATK	DEF	MND
3	210	355	65	30	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**085** "An armored warrior with a knife of the same name."

**GURKHA MASTER** Dracula's Castle: Underground Labyrinth, Barracks, Arms Depot

Point	EXP	HP	ATK	DEF	MND
3	200	240	63	25	0
ITEM DROP		GLYPH DROP			
Iron Leggings		3%	-	-	-

**087** "This beast extracts cow entrails with its tongue."

**CAVE TROLL** Tymeo Mountains, Dracula's Castle: Final Approach

Point	EXP	HP	ATK	DEF	MND
4	199	310	60	0	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**089** "Tempts her victims by exploiting their most secret fantasies."

**LILITH** Dracula's Castle: Final Approach

Point	EXP	HP	ATK	DEF	MND
4	188	366	66	0	30
ITEM DROP		GLYPH DROP			
Pudding		5%	-	-	-

**091** "A superhuman warrior that swings his hammer effortlessly."

**HAMMER SHAKER** Underground Labyrinth, Barracks, Arms Depot

Point	EXP	HP	ATK	DEF	MND
5	260	450	72	35	0
ITEM DROP		GLYPH DROP			
Silver Ore		10%	Melio Macir	2%	

**084** "Manipulates ice and flame while moving sluggishly."

**DEVIL** Dracula's Castle: Barracks

Point	EXP	HP	ATK	DEF	MND
5	333	444	66	13	13
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**086** "An armored warrior outfitted with twin daggers."

**RED SMASHER** Dracula's Castle: Underground Labyrinth, Barracks, Arms Depot

Point	EXP	HP	ATK	DEF	MND
4	200	250	65	30	0
ITEM DROP		GLYPH DROP			
Iron Plate		3%	Vol Cutler	2%	

**088** "Excels at duels with its dual-wielding technique."

**BLADE MASTER** Dracula's Castle: Barracks

Point	EXP	HP	ATK	DEF	MND
3	190	200	58	0	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**090** "This lizard is the reptilian enough to wield a huge sword."

**LIZARDMAN BLADE** Misty Forest Road, Dracula's Castle: Barracks, Final Approach

Point	EXP	HP	ATK	DEF	MND
6	238	375	68	20	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-

**092** "Assembled from the corpses of many renowned warriors."

**REBUILD** Dracula's Castle: Mechanical Tower, Arms Depot

Point	EXP	HP	ATK	DEF	MND
7	400	666	75	0	0
ITEM DROP		GLYPH DROP			
-		-	-	-	-



**093** "A tiny demon who loves mischief."  
**IMP** Dracula's Castle: Barracks, Mechanical Tower

Point	EXP	HP	ATK	DEF	MND
2	44	66	66	0	40
ITEM DROP		GLYPH DROP			
-		-			

**095** "This blade is as sharp and deadly as the spirit that possesses it."  
**SPECTRAL SWORD** Dracula's Castle: Arms Depot, Final Approach

Point	EXP	HP	ATK	DEF	MND
4	240	280	77	0	0
ITEM DROP		GLYPH DROP			
-		Melio Secare 2%			

**097** "Medusa's severed head spawned multitude of these pests."  
**MEDUSA HEAD** Dracula's Castle: Mechanical Tower

Point	EXP	HP	ATK	DEF	MND
0	1	1	60	0	0
ITEM DROP		GLYPH DROP			
-		-			

**099** "Parasite that clings to, then continually drains its victims."  
**MAD SNATCHER** Dracula's Castle: Arms Depot

Point	EXP	HP	ATK	DEF	MND
3	200	444	74	0	0
ITEM DROP		GLYPH DROP			
-		-			

**101** "A skeleton armed with a huge battle axe."  
**KING SKELETON** Dracula's Castle: Arms Depot

Point	EXP	HP	ATK	DEF	MND
7	460	700	90	10	0
ITEM DROP		GLYPH DROP			
Barbarian Shoes		4%			
Barbarian Belt		2%			

**094** "A single-eyed fiend cloaked in lightning."  
**BUGBEAR** Dracula's Castle: Mechanical Tower, Final Approach

Point	EXP	HP	ATK	DEF	MND
3	134	156	65	0	0
ITEM DROP		GLYPH DROP			
-		-			

**096** "A nearly-complete mobile robot. Model No. 27."  
**AUTOMATION ZX27** Dracula's Castle: Mechanical Tower

Point	EXP	HP	ATK	DEF	MND
4	128	256	80	200	0
ITEM DROP		GLYPH DROP			
Silver Ore		12%			
		Arma Machina 1%			

**098** "Created from the head of Medusa. Turns its victims to stone."  
**GORGON HEAD** Dracula's Castle: Mechanical Tower

Point	EXP	HP	ATK	DEF	MND
0	1	1	80	0	0
ITEM DROP		GLYPH DROP			
Mirror Curiass		2%			
		Fidelis Medusa 100%			

**100** "One of Castlevania's many elite armored guardians."  
**GREAT KNIGHT** Dracula's Castle: Library, Arms Depot

Point	EXP	HP	ATK	DEF	MND
6	450	600	85	35	0
ITEM DROP		GLYPH DROP			
Knight Helm		3%			
		Melio Ascia 1%			

**102** "An Image of death given wings to soar through the night sky."  
**WINGED SKELETON** Dracula's Castle: Final Approach

Point	EXP	HP	ATK	DEF	MND
0	1	30	87	0	0
ITEM DROP		GLYPH DROP			
-		Fidelis Alate 1%			

**103** "The elite warrior sees intruders as its quarry."  
**FINAL KNIGHT** Dracula's Castle: Final Approach

Point	EXP	HP	ATK	DEF	MND
8	573	666	100	100	0
ITEM DROP		GLYPH DROP			
Knight Leggings		4%			
Knight Cuirass		2%			

**105** "A superior demon, more terrifying than its most dangerous kin."  
**DEMON LORD** Large Cavern

Point	EXP	HP	ATK	DEF	MND
13	999	1333	166	0	44
ITEM DROP		GLYPH DROP			
-		Globus 100%			

**107** "Uses any manner of weapon as easily as a part of its own body."  
**WEAPON MASTER** Large Cavern

Point	EXP	HP	ATK	DEF	MND
18	2000	3000	180	80	0
ITEM DROP		GLYPH DROP			
Gold Ore		8%			

**109** "A giant mutant created to guard the stronghold."  
**ARTHROVERTA** Monastery

Point	EXP	HP	ATK	DEF	MND
20	300	700	30	5	0
ITEM DROP		GLYPH DROP			
-		-			

**104** "This blood-sucking creature crossed the sea from the East."  
**JIANG SHI** Large Cavern

Point	EXP	HP	ATK	DEF	MND
30	2525	6500	240	10	0
ITEM DROP		GLYPH DROP			
-		Fidelis Mortus 100%			

**106** "The only thing more dangerous than a giant hammer is two."  
**DOUBLE HAMMER** Large Cavern, Training Hall

Point	EXP	HP	ATK	DEF	MND
15	1600	2000	180	50	0
ITEM DROP		GLYPH DROP			
Gold Ore		8%			

**108** "A giant condemned in ages past."  
**GIANT SKELETON** Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
10	350	800	36	0	0
ITEM DROP		GLYPH DROP			
-		-			

**110** "A giant crab from the depths of Transylvanian history."  
**BRACHYURA** Lighthouse

Point	EXP	HP	ATK	DEF	MND
30	1000	1800	40	5	0
ITEM DROP		GLYPH DROP			
-		-			



**111** "This monstrous insect buzzes about inside a giant skull."  
**MANEATER** Skeleton Cave

Point	EXP	HP	ATK	DEF	MND
40	1500	2500	51	0	0
ITEM DROP		GLYPH DROP			
-		-			

**112** "This aquatic demon compels the squalls to obedience."  
**RUSALKA** Somnus Reef

Point	EXP	HP	ATK	DEF	MND
50	2000	2800	60	0	0
ITEM DROP		GLYPH DROP			
-		-			

**119** "A giant demon knight summoned to protect the castle."  
**ELIGOR** Arms Depot

Point	EXP	HP	ATK	DEF	MND
99	4300	3000	120	0	0
ITEM DROP		GLYPH DROP			
-		-			

**113** "The only thing more massive than he is the weight of his blasphemies."  
**GOLIATH** Giant's Dwelling

Point	EXP	HP	ATK	DEF	MND
60	2500	4200	85	0	0
ITEM DROP		GLYPH DROP			
-		-			

**114** "A monster that tracks its prey through vibrations in the earth."  
**GRAVEDORCUS** Oblivion Ridge

Point	EXP	HP	ATK	DEF	MND
70	3000	3600	70	10	0
ITEM DROP		GLYPH DROP			
-		-			

**120** "Dracula's confidant. Knows dark secrets hidden from all others."  
**DEATH** Mechanical Tower

Point	EXP	HP	ATK	DEF	MND
99	4444	4444	130	44	44
ITEM DROP		GLYPH DROP			
-		-			

**115** "Expert in the use of firearms. His gun is called 'Agartha'."  
**ALBUS** Mystery Manor

Point	EXP	HP	ATK	DEF	MND
0	0	4000	80	0	0
ITEM DROP		GLYPH DROP			
-		Acerbatus 100%			

**116** "A pitiable madman, his body is now Dracula's vessel."  
**BARLOWE** Ecclesia

Point	EXP	HP	ATK	DEF	MND
0	0	4000	75	0	9
ITEM DROP		GLYPH DROP			
-		Globus 100%			

**117** "Walls are no obstacle for this bizarre being."  
**WALLMAN** Dracula's Castle: Library

Point	EXP	HP	ATK	DEF	MND
80	3500	9999	100	0	0
ITEM DROP		GLYPH DROP			
-		Paries 100%			

**118** "Sustains himself on the essence of his victims' souls."  
**BLACKMORE** Underground Labyrinth

Point	EXP	HP	ATK	DEF	MND
99	4300	5000	120	25	25
ITEM DROP		GLYPH DROP			
-		-			

**121** "The true master of the castle, and the prince of evil."  
**DRACULA** Dracula's Castle: Final Approach

Point	EXP	HP	ATK	DEF	MND
0	0	9999	160	13	13
ITEM DROP		GLYPH DROP			
-		-			



# Castlevania Judgment

## Sneak Preview

This new game for the Nintendo Wii™ console savagely pits the strongest members of the *Castlevania* universe against each other. This brutal amalgam of familiar faces combines the accessible controls of an action game with the furious gameplay required in most versus fighting games. Fight freely against your adversary in massive arenas, while avoiding infectious zombies, traps, and many other elements that are fundamental to the *Castlevania* experience. Intercept your opponent with vicious combinations and mind-bending spells and, when the timing is right, unleash your powerful finishing move to end your enemy's dreams of glory!

## Character Profiles

With the goal of igniting the hearts of Castlevania fans everywhere, we've included a tiny preview of the famous heroes found in *Castlevania: Judgment*. Take pleasure in the inclusion of names such as the ambiguous Alucard, the fiery Trevor, and the statuesque Golem.

### SIMON BELMONT

**Age:** 23

**Height:** 185cm

**Description:** The world's most renowned vampire hunter. He wields a whip named "Vampire Killer," passed down through his family for generations. He is uncouth, stubborn, and determined. He's already defeated Dracula, but he is troubled with doubt regarding whether he won by his own power or that of the whip.



### ALUCARD

**Age:** 18

**Height:** 185cm

**Description:** Half human, half vampire. He is Dracula's son. Alucard destroyed Dracula twice in the past. Now, to fulfill his late mother's wish, he is seeking a way to destroy Dracula completely. Calm and unemotional, he is a man of few words.



### TREVOR BELMONT

**Age:** 23

**Height:** 185cm

**Description:** The first vampire hunter to destroy Dracula. He wields Vampire Killer. Before destroying Dracula, he was hated for his inhuman power. His missing eye and the scar on his chest are remnants from his fight with Dracula. Trevor is somewhat rough-mannered and possesses absolute confidence in himself.



### ERIC LECARDE

**Age:** 15

**Height:** 150cm

**Description:** A member of the Lecarde family, who, though carrying the blood of Belmont, did not learn the way of the whip. In an age of no Belmonts, he was discovered by Alucard and entrusted with the enchanted "Alucard Spear." Eric has not yet awoken to his full power, but he possesses great talent for both physical combat and magic. Born wealthy, he is somewhat spoiled and conceited.

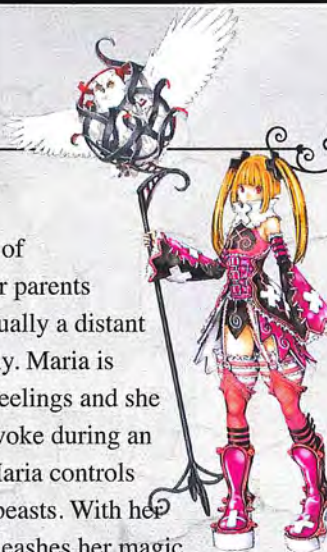


### MARIA RENARD

**Age:** 15

**Height:** 155cm

**Description:** The daughter of aristocrats, Dracula killed her parents and kidnapped her. She's actually a distant relative of the Belmont family. Maria is innocent and open with her feelings and she hates to lose. Her abilities awoke during an incident when she was 12. Maria controls animals and the four sacred beasts. With her "Guardian Knuckle," she unleashes her magic power in humanoid form and strikes down her target. It has the strongest power of the series so far. She's currently been adopted into the Belmont family.



### CARMILLA

**Age:** -

**Height:** 185cm

**Description:** A female vampire. She worships Dracula like a god. Her greatest joy is shredding humans and bathing in their blood. Carmilla views humans as nothing more than prey and always looks down upon them. She is aggressive and provocative.

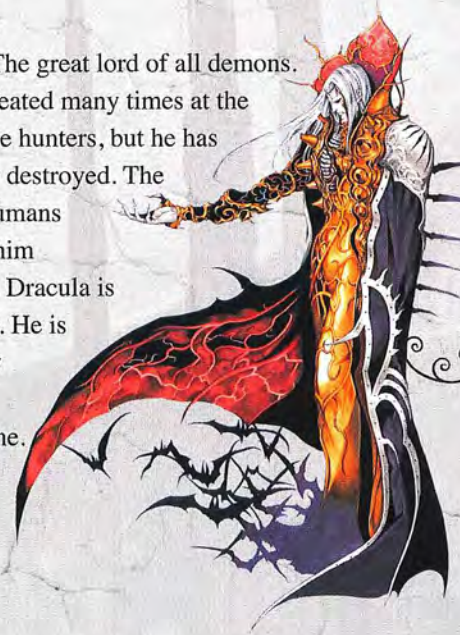


### DRACULA

**Age:** -

**Height:** 220cm

**Description:** The great lord of all demons. He has been defeated many times at the hands of vampire hunters, but he has never been fully destroyed. The selfish acts of humans have prompted him to destroy them. Dracula is Alucard's father. He is overwhelmingly powerful and swayed by no one.



### GOLEM

**Age:** -

**Height:** 300cm

**Description:** An artificial human being created by Carmilla. Perhaps due to a mutation, he awakens to self-awareness. Golem seeks the meaning of being alive.

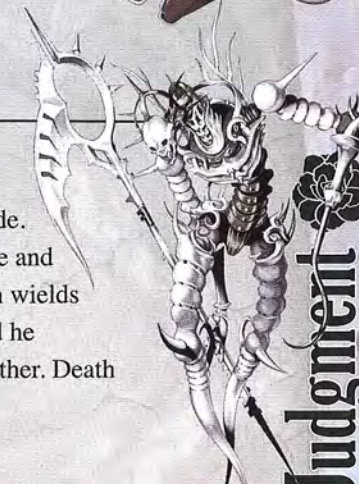


### DEATH

**Age:** -

**Height:** 220cm

**Description:** Death is Dracula's aide. His every action is for Dracula's sake and he places his master above all. Death wields a large scythe and a small scythe and he despises Alucard for betraying his father. Death possesses a warrior's personality.



### SHANOA

**Age:** 20

**Height:** 175cm

**Description:** Shanoa is the main character in *Castlevania: Order of Ecclesia*. In this era, the Belmont family is gone, but Dracula's resurrection is still prophesized. This female warrior is a member of an organization called Ecclesia which seeks the power to stand against Dracula. Shanoa has the ability to instantly unleash special moves by absorbing crests called "Glyphs" into her body. Shanoa was taken in by the Order at a young age and raised as a trump card to destroy Dracula.

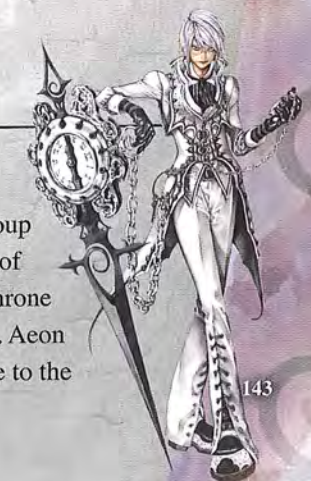


### AEON

**Age:** -

**Height:** 185cm

**Description:** Aeon is a member of a group that watches over and preserves the flow of time. Galamoth seeks to take Dracula's throne by erasing the time that Dracula exists in. Aeon goes into action to correct the disturbance to the flow of time.





# Castlevania

## Order of Ecclesia

### Official Strategy Guide

Written by Adam Deats

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